Developer: WorkJam FAQ by threetimes
Published: Aksys Games (US) January 16th 2009
Platform: Nintendo DS Version 1.03

W A L K T H R O U G H A N D F A Q

TABLE OF CONTENTS .....
Search Code

To find a section of the guide select the Edit option on your toolbar and then
Find and type the code. Or use Ctrl +F, (it's the Apple button for Macs +F)
to bring up a box where you can type in the code.

A. Introduction .....
*INTRO
B. Using this Guide .....
*USE
C. Controls .....
*CON
D Game Basics .....
*BASIC

E. Dear Emile Walkthrough

Prologue .....
DE00
1. Stage One .....
DE01
2. Stage Two .....
DE02
3. Stage Three .....
DE03
4. Stage Four .....
DE04

F. Dear Martel Walkthrough
Prologue .....
DM00
1. Stage One .....
DM01
2. Stage Two .....
DM02
3. Stage Three .....
DM03
4. Stage Four .....
DM04

G. Map Information
1. Dear Emile .....
*MAPE
2. Dear Martel .....
*MAPM

H. Pieces of Journal
1. Dear Emile .....
*DIAE
2. Dear Martel .....
*DIAM

I. Credits/Acknowledgements .....
*ACK
J. Legal Bit/Contact .....
*LEGAL

A. I N T R O D U C T I O N .....

*INTRO

Theresia is an original game for the DS. It is a point and click mystery adventure, which also sits comfortably in the survival horror genre. However, it is creepy and sad, rather than ghoulish and gory. There are two separate parts to the story, and the second story is only playable after beating the first. Both Dear Emile and Dear Martel use the same game mechanics, although the locations are completely different. Playing them both is essential to understand the whole story of Theresia.

This is my first attempt at writing a FAQ for a point and click game, but I have been so enchanted by Theresia, that I couldn't resist the chance to try. I hope you find this walkthrough useful!

B. U S I N G T H I S G U I D E ..... *USE

The main walkthrough is based on each room and area that you visit. There is a rough map at the start of each new area, which shows the general locations and names of all the rooms. Use this to help you find a particular room if you want help with a specific puzzle.

If you want to find the location of a particular item, so long as you know the name of it, just write the name inside brackets, like this: [name] and you can search for that item.

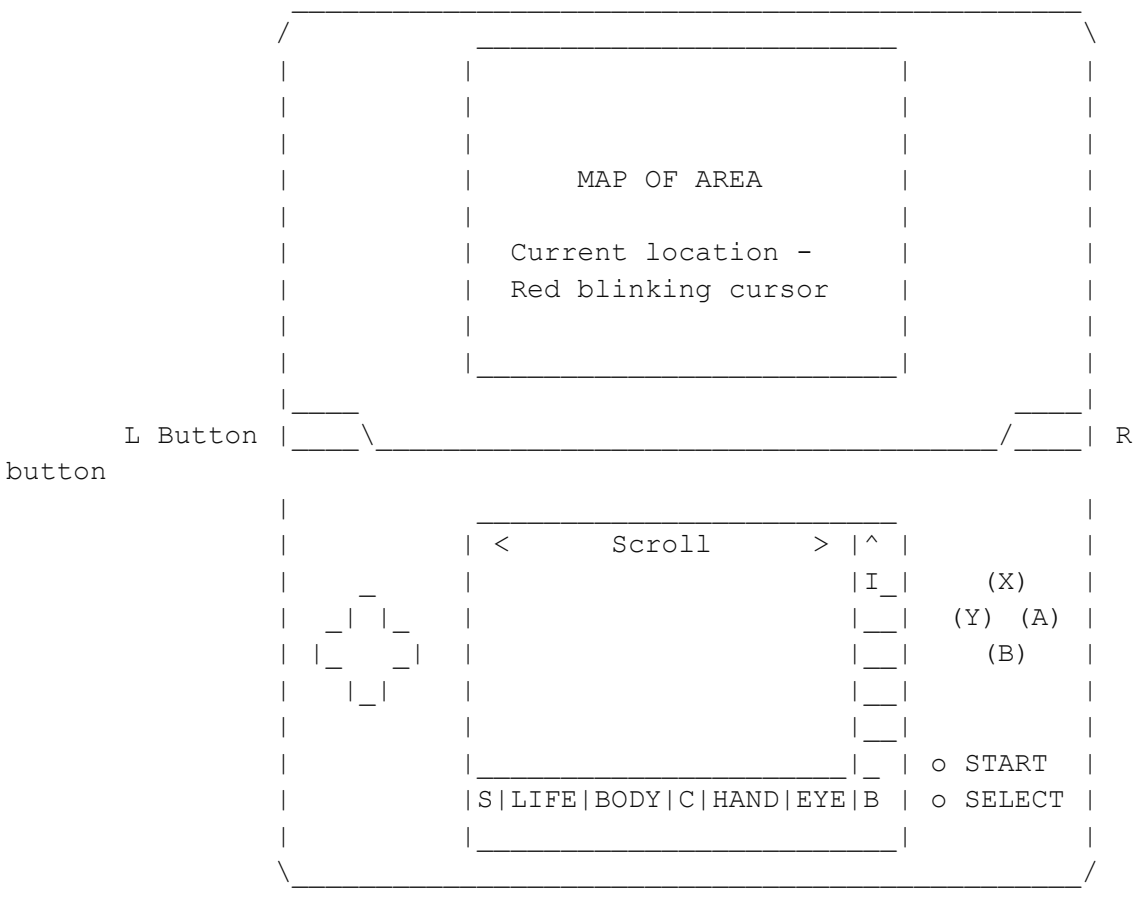
Every room has a description and note of what you did there, and what you found, and these are all listed in the section titled Map Information. If you just need a quick reminder of what you need for each room, then check this out.

_____
_____

C. C O N T R O L S
.....*CON

_____
_____

SCREEN LAYOUT



S - Tap here to access the Save/Load/Title Screen options. You can save the
game anywhere.
LIFE - Shows current life.
BODY - BODY icon. Move the Map, Journal, Pendant or Mirror Shard, to this icon
for extra information. Also used when something needs to be equipped,
and to use an Elixir for healing.
C - Combine slot. Move two items here to combine them.

HAND - Move the hand to a location in a room, in order to touch and pick up
        things, open doors, or take some action.
EYE   - Move the eye to a location in a room, in order to get closer or to gain
        information about it.
B   - Back button. Shows you the options to exit a location.
I   - All items that you find are stored at the right of the screen.
START - Access to the Save/Load/Title Screen options.
SELECT- Not used

CONTROLS

You can choose to use either the stylus or the button controls, or a combination of both.

* BUTTON CONTROL
  Use the directional buttons to scroll down the list of items and highlight
  one.

  Use the A button to select an item, and it will move to the touch screen.
  Here you can use the item in various ways depending on what it is.

  Y controls the HAND icon, and if pressed, it will move to the bottom screen.

  X controls the EYE icon in the same way.

  Press A when the Hand or Eye is on the screen to use it. You can use the
  directional buttons to move it to the place you want to investigate.

  B will return the item to the store, and acts as the 'back' button.

  R and L buttons will allow you to scroll the screen to the left or right,
  when there is an option to do so.

* STYLUS CONTROL
  Tap everything directly on the touch screen

* INFORMATION
  If you forget information you have just been told, or wish to confirm some

instructions or hints in a particular location, then you can read the text
again. Wherever there is some text on screen, (at any interaction point)
press the UP arrow on the D pad and you will see some yellow writing:

+Control Pad Up/Down: Scroll through previous text.
B Button: End.

Also, scrolling down will take you out of this menu after you've read the
last piece of relevant text. (Credit to DarkRaven22)

D. G A M E B A S I C S ..... *BASIC

---

* HINTS
Use the Pendant or Mirror Shard frequently! This will give you clues and even
instructions for how to solve a puzzle, and tell you if there is nothing else
to find. The Pendant is unique to Dear Emile, and the Mirror Shard to Dear
Martel. Use by moving it to the BODY icon.

* ITEMS
You will find many different items in the game, and many of them, such as
keys, disappear after you use them.

If you are injured from a trap, then use an ELIXIR by moving it to the BODY
icon. Apart from the very first one you find, Elixirs only heal for a small
amount of Life.

2x4s are pieces of wood that can be used to poke suspicious areas. If there
is a trap they might be destroyed, so be cautious even if using them. They
are also needed to retrieve some objects.

You can carry a maximum of 9 Elixirs and 2x4 planks of wood. There are plenty
of Elixirs around the place, so make sure to use them to heal if you need to.

Some other usable items, such as blankets or grenades, are limited to 2 or 3.
This may entail returning to the supply place for more, if you need them.

To equip an item, such as Boots, move it to the BODY icon. To unequip it,
move it to the BODY icon again.

* MAP
Each floor has a map, and you will find these at the start of the area. You
can only view the map for the floor you are currently exploring.

You cannot view the name of a room when walking in corridors or large areas.
Go inside a room, or find an interaction point in order to have access to the
bottom screen menu.

Move the MAP to the BODY icon to check out information on all rooms that you
have visited.

Some rooms require you to scroll the screen in order to see hidden areas, or
other parts of the room. The scroll icon is at the top left and right corners
of the screen. Keep a look out for this!

* PUZZLES AND TRAPS
Check out places with the EYE first. This will reveal any potential traps.
Messages that suggest a trap include: an uneasy feeling, evidence of blood,
something sharp, or metal, (though sometimes this may be a useful item).

Most traps will only hurt you a little, and you can heal with an Elixir.

Sometimes you may miss the target place in a room, as some of them can be

very small and easy to miss. Keep searching until you are sure that you have investigated everything. This is when the Pendant or Mirror Shard will help.

If you have to move something in order to find an item, then four arrows will appear on the screen. Select one and move the HAND in the direction of the arrow to pull right, left, up or down. The wrong direction will often be a trap.

Test out different combinations of items and you may find that you can create something that is needed to solve a puzzle. If something won't work, then you will be told that it won't.

Some puzzles can be solved in different ways, and you do not need to find absolutely everything, or even enter every room, in order to to complete the game.

* EYE AND HAND

The EYE is used to check out descriptions of things, and will often reveal traps, and the location of Elixirs. It is also used to get closer to an object or area; in effect, to zoom in on something.

The HAND is used to interact with an object and pick it up. If you unlock a door, then you will have to use the HAND to open it.

When four arrows appear this means that you can HOLD something with the HAND.
Do this in order to open a lid, move a curtain, or whatever is required.
Often the wrong choice will be a trap.

* JOURNAL

You will find PIECES OF JOURNAL when you discover notes that have been left in many places throughout both games. To check on the ones you have already found, move the JOURNAL to the BODY icon, and you will see all the

dates listed.

After completing the game you can view the story again by selecting "Diary"
from the main menu screen. This is a continuous narrative, with all the
scenes from the game, and the journal entries and memories in the correct
order.

==========

D E A R E M I L E W A L K T H R O U G H

==========

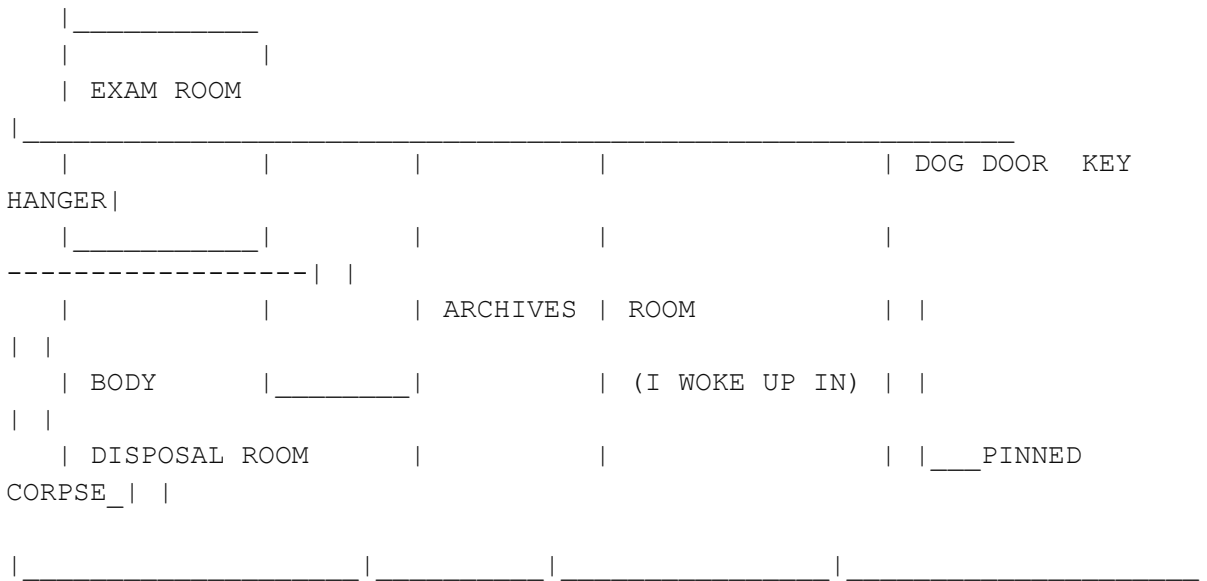
==========
P R O L O G U E
..... DE00
==========

The prologue acts as a short training for the rest of the game, and you will be
given hints about how to do stuff. You will also find out that sometimes you
have to trigger an event, or find an item, in order to do something else.
I've gone into some detail for this section, as the initial sequence of events
can be a bit confusing, and even off-putting.

```
 -----
| B2F
|-----------------------------------------------------------------------
-
 -----
```

```
------------------------------
B2F MEDICAL CARE SAVE LOCATION
------------------------------

        |LARGE DOOR (locked)
   _____|SWITCHBOARD (opens Body Disposal Room)
   |
   |
```



ROOM I WOKE UP IN
The game begins with a disjointed series of stills and textual information,
after which you will be in a room with the sound of dripping water. Tap the
white feather at the bottom right of the screen to complete the text messages.
After this, you discover the [PENDANT]. There is a [HINT] which advises you to
use the Pendant by touching it and then touching the BODY icon. This way you
will get hints about what to do. Do this now. You can also save your game if
you touch the Paper and Pen icon at the left of the bottom screen.

The pendant doesn't tell you anything particularly helpful at this point, since
you would look around the room anyway....But it prompts the next step, where
you find a Piece of Paper on the desk. There is another [HINT] about how to use
the EYE icon. Touch this icon and move it to the desk directly ahead of you.
You will see the word "THERESIA" on the paper, and have a memory flash. You
also find out that you are a young Caucasian girl, and that you have lost your
memory. You will find the [MAP] inside the desk, and now your current location
is shown on the top screen.

You will get another [HINT], this time about how to "zoom in" on something with
the EYE. Use the EYE on the door at the left edge of the screen, and you will
get a close up view of a DOG picture on the door. There is another [HINT] about
how to use the HAND to open doors, as well as to manipulate various objects.
When you touch the door with the HAND you will find it is locked. Now you get a
[HINT] about how to zoom out, and go back. You can touch the arrow at the
bottom right corner of the screen to accomplish this. There are two options on
the screen: GO BACK takes you back to the previous screen, and QUIT, which
means that you will stay where you are.

Now, there is another [HINT], about how to SCROLL to change the point of view
inside a room. This option only appears if there is an option do to so, which
makes sense. Anyhow, now there is the option to scroll to the right. Touch the
arrow and you will find another door. Place your HAND on the door and it isn't
locked.

You can either use your HAND on the door (with the stylus) to open it, or click
on the B button and select the message to "Go to Hallway". You can also select
the HAND using the Y button, and then use A to place your hand on the door.

When you go through any door, you will be facing forwards with your back to the
door. Now, you are facing a green blocked door, and can turn right or left.
You will notice that the menu selection screen has gone, and there are four red
arrows showing the direction. Use the directional buttons or stylus to move.
The A, B, Y and X buttons are not used while in movement mode.

PINNED CORPSE
Turn left, and the way forwards is blocked with a mud slide. There is nothing
to find here. Walk right, and there is an unavoidable trap. You will lose some

more Life, but don't worry too much about this. You won't die! There is a door
here, that you can inspect with the EYE, and you find it is locked and also has
a sign of a DOG. Follow the corridor to the right of this locked door, and
stop at the first SEARCH POINT that you find, on the north wall of the southern
corridor. Check this out first. You must use the HAND on the 'thing' that you
find, and then the music will change. Leave, and continue along the corridor.

KEY HANGER
Walk to the north east corner of the square, where there is a second SEARCH
POINT sign on the east wall. Here you can find a Key, but you won't be allowed
to take it until you have triggered the other Search Point. (If you walk
forwards from here, you arrive at the far side of the door with the DOG on it.)
When you have activated the scary music, as soon as you arrive at the Key
Hanger, there will be another [HINT]. If you use the HAND on some items, you
can pick them up, and they will appear on the right side of the touch screen.
Use the HAND on the [DOG KEY] to pick it up. After this, an IRON GRATE will
block your way back down the corridor. No problem!

Continue west from the key area and stop at the door. There is another
instructional [HINT]. Use an item by touching it in the item list to activate
it. Then tap on the door twice to use the key. (The first tap connects the key
to the door, and second one responds to the command that appears on the
screen.) Follow these instructions by using the DOG KEY on the door. Finally,
place the HAND on the door and open it.

ROOM I WOKE UP IN - REVISIT
Walk west a few steps and enter the door back into the room you woke up in.
Scroll to the left, and there is another [HINT]. If you touch certain objects,
such as chairs, with the HABD, you can hold onto them and move them. You will

see four arrows and can move the item with the HAND in one of four directions.
Do this now, with the chair, and put the HAND on the right or left arrow and
move it to the right or left. You will find something shiny, and automatically
retrieve your first [ELIXIR]. (Moving UP or DOWN will result in injury.)
To stop moving, click B, or touch the HAND, and it will withdraw from holding
on to the chair.

ARCHIVES
Use the EYE on the left door, for a close up view, and then use the DOG KEY on
the door. Use the HAND on the door to open it You are now in the Archives.
There will be a [HINT] about how to use the MAP. Touch it, and then touch the
BODY icon and you will see details of the map and the rooms you have visited.
This is very useful, as it helps you to keep track of where you've been and
what you found there. This walkthrough is based on the map, so that makes it
doubly useful! By the way, the information on some places will change when you
discover more things. It's updated until you have done or found everything
possible.

Use the EYE and then HAND on the pile of books on the desk at the right of the
room, to find a note: it's just a story detail. The exit to this room is the
door at the left of the screen, and you won't be allowed to do much more until
you have used the EYE on this door. Read the red message "WELCOME TO CHAOS",
and even if you use the Pendant you won't get any help. If you use the EYE on
the handle, everything appears to be normal. However, when you try to open
this door, there is a trap, and afterwards you will find an [ELIXIR] on the
floor. There is now a [HINT] about using this medicine. Drag it from the item
list to the BODY icon. You MUST do this in order to continue, and you will be

fully healed. (The rest of the Elixirs don't have such a powerful effect.)

After this, you will be prompted to take a closer look at the room. Use the EYE
on the shelves and you will see a close up of books. Use the EYE again to find
a some "instructional" literature.

1. LEFT
Starting with the left set of shelves. This is a corner, with shelves on both
sides. The middle left shelves contain a book called "The Dark History" and the
right set has a book called "Guerilla Warfare" on the fourth shelf down. Both
of these books contain traps if you attempt to pull them using the HAND. "The
History of War" on the second shelf from the top (on the right) contains an
[ELIXIR], if you use the HAND to pull it DOWN.

2. MIDDLE
The middle shelves have nothing of interest on the bottom and top most shelves.
The second one up has a book about "The History of the Facility", but there is
nothing to find if you use the HAND. You will find a book entitled "The
Mentality of a Prisoner" on the middle shelf, and this contains a trap. Use the
EYE and then HAND on the top shelf to find a four way arrow choice. There isn't
a trap, and you do as you normally would when taking a book off a shelf. Pull
DOWN. This book contains vital information about the daily schedule. [WAKE UP:
0512 HOURS] is the important bit.

3. RIGHT
The right set of shelves has a book titled "The Ultimate Passion", on the
second to bottom shelf, The middle shelf has a single green book. Use the EYE
on this to find "The World of Chaos". Use the HAND on this book and you can
move it DOWN, and this opens the door. On the shelf second from the top, use
the EYE on the left area, to find a book titled "Brilliant Tomorrow". Use the
HAND on this book and pull down to find an [ELIXIR].

CHAOS DOOR AND CORRIDOR
After all the reading, head for the door, and you can now open it, using the
HAND, and pass through in safety. You will find a piece of paper, and retrieve
a fragment of memory. The paper is a [PIECE OF JOURNAL] from [Maylee's
Notebook, and dated March 22, xx50 - Torture]. You are not told this, but if
you want to check up on the pieces of Journal, move the JOURNAL from the item
list to the BODY icon. Walk west and follow the corridor. There is a room on
the left, and another one on the right, if you walk north. This door (to the
Exam Room) is locked. If you continue walking north, there is an ACTION POINT
where you could break down some wood, if you had a tool. (You will return here
later.)

SWITCHBOARD AND LARGE DOOR
The end of the northern corridor has a double locked door, and there is an
ACTION POINT. If you look closely, using the EYE, you will find a device with
various switches. It's important to use the EYE on each of the switches and
take note of the information you glean from them. If a switch has a message
about being worn down to dull red...guess what? Yep, it's a trap. Otherwise
they are safe (the middle two), but even so, nothing will happen. However, the
bottom left panel is also safe, and you can use the HAND on this, and lights
will come on. There will also be a click, and if you look on your map, you'll
see that there is now a BLUE SPOT on the corner BODY DISPOSAL ROOM. (You cannot
open the LARGE DOOR from this side.)

Again, although you are not told so, (well, it is self-evident I guess, though
I didn't really notice until a bit later), when an action causes something
significant to change, and a new room is accessible, there will be a friendly
blue spot to alert you to the location. Walk back down the hallway to the

corner room, and go inside.

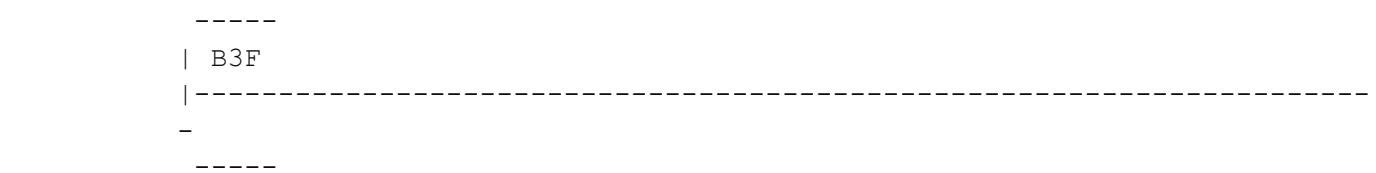
BODY DISPOSAL ROOM
Use the EYE to find out more about this room, and you will discover that there
is a hole at the left, although you won't be permitted to enter. If you look at
the far right corner, there are some rocks. Use the HAND to pick up a [ROCK].
There are no traps in this room, but there is nothing else to find. You will
not be allowed down into the hole until you first drop a rock to test it out!
However...before dropping the rock, you must do something else. Use the EYE on
the foreground just to the left of the chains. You will find some [FLUORESCENT
PAINT]. Now you will have another [HINT]. This explains about "COMBINING"
things. If two items can be combined, then move each one to the empty slot next
to the HAND, and they will combine with each other to make a new item. (The
order in which you place them does not matter.) So, move both the PAINT and the
ROCK to the COMBINE slot, and you will receive a new item [PAINTED ROCK].
Clever stuff! (This one gets my vote for the the least obvious puzzle solution
in the game.) Tap the PAINTED ROCK, and move it to the hole, then choose to
drop the "rock with paint on it" into the hole.

After all this, use the HAND on the hole, and down you go. This is the end of
the Prologue.

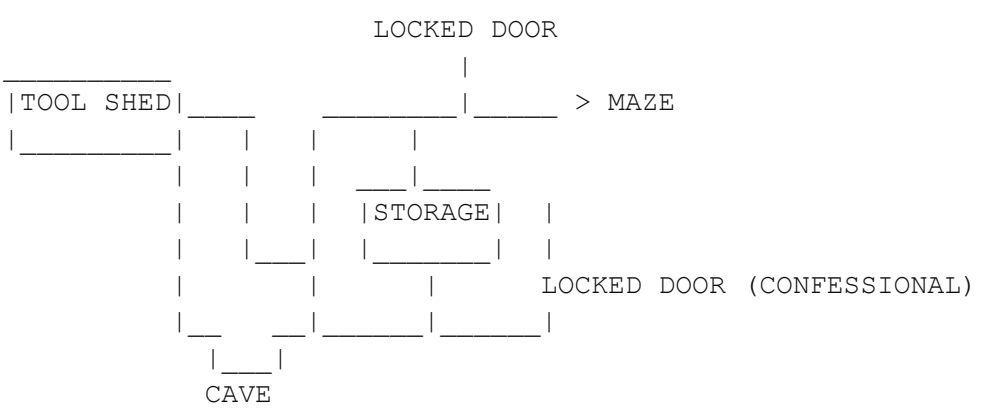
==========
==========
F I R S T S T A G E - W A N D E R I N G
..... DE01
==========
==========

As the title of this stage suggests, you will do a lot of wandering around. And
I mean a LOT! This is the longest, and most complex of all the stages, as you

are forced to find your way by some very circuitous routes, until you discover
more direct paths.



B3F MAZE SAVE LOCATION



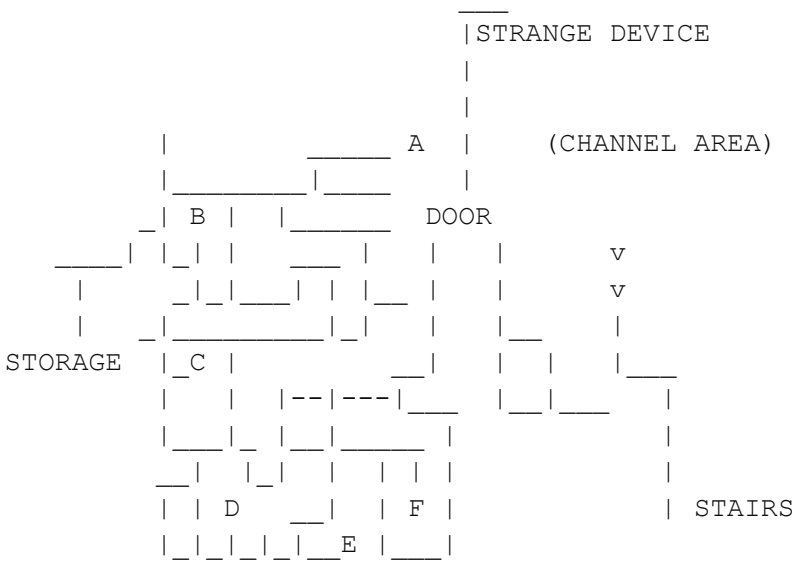
CAVE
The cave is directly below the Body Disposal Room. First things first, use the
HAND to pick up the [OLD AX] that is lying directly in front of you, just to
the right of the left stretcher. Use the HAND on the blood at the back of the
room, and this will prompt a memory scene, and you will find another [PIECE OF
JOURNAL] [Girl's Diary: February 05 xx50, Escaping from the disease]. Search
the Cave shelf to the left, and you will find an [ELIXIR]. Although you can
move both stretchers, there is no point attempting it, since UP and DOWN
directions are traps, and LEFT and RIGHT have no effect. Choose to "leave" the
area and you will find that this isn't a room, but an ACTION POINT at the south
side of a corridor. You can go left or right from here, but let's start by
walking to the west and all the way north as far as you can go.

TOOL SHED

You will find this tool shed at the western edge of the map. Use the HAND on
the middle of the room to find a [2x4]. I think of this as a stick, rather than
as a plank of wood, and it can be used to poke at suspicious objects and to
retrieve some things. Use the HAND on the collection of tools to the right, and
you will find an [ELIXIR]. There are no traps in here, and nothing more. Leave
the room and head east and then south, and north at the junction. You will find
an ACTION POINT. (If you explore the rooms to the south east you will find
locked doors, and the north eastern corridor leads to an unmapped area.)

STORAGE
Use the AX on the wooden planks that board up a hole in the side wall. Enter
the opening and walk south into this room. There is another 2x4 in the top
right corner. There is a 4 way hold place in the bottom left corner, but this
is a trap. Use the HAND on the board at the back of the room, for a red
message: "AT NORTH'S END LIES A PATH". The door to the left leads to the south
corridor, but it won't open from this side either. There's nothing for it now,
but to explore the labyrinth. Oh joy.

THE MAZE
There are no rooms to find, just the maze to navigate, in order to reach the
passage that leads north to the Strange Device. After that, you're on your own!
(Joking, of course, but I'll deal with the Channel Area separately.) There are
various things to find if you want to explore all the passageways en route, but
the direct route is to head south as far as you can go, and then east, and
north. To begin your exploration, head for the ACTION POINT at A. here you will
find a [MAP] of the maze. All the items you can find are clear to see at the
various action points. There are no traps, so just use the HAND to pick them
up.



A - MAP of the Hallways
B - [2x4]
C - [ELIXIR]
D - [2x4]
E - [ELIXIR]
F - [ELIXIR]

When you reach the Door, use the HAND on the red switch at the right, and this
will unlock it. There is no trap here. You will enter this new area which will
now be mapped out for you.

B3F CHANNEL SAVE LOCATION

It looks confusing but in fact it isn't! However, if you try to take what
seems to be the most direct route to the exit, and go south from the door,
there are just dead ends. Instead, walk north to the SEARCH POINT. Although
there are no traps, this STRANGE DEVICE is obviously not functioning, and you
don't even get a close up view, so it's clear that you must find some other way
to open up the pathways.

I was utterly confused by this place at first, and used the map from SBAllen's

Theresia FAQ, but going through it a second time, I realised that you cannot
mess up. The order in which you release the stones doesn't matter, so just
attack every one when you find it. All you have to do is find the SEARCH
POINTS, and break the wood on the stone segments using the OLD AX. These are
then carried by the water to a new position. There are no traps, and no items
to find, so simply follow the path that's open, and free the platforms when you
find them. The new position of a stone is shown by a grey mark on the path.

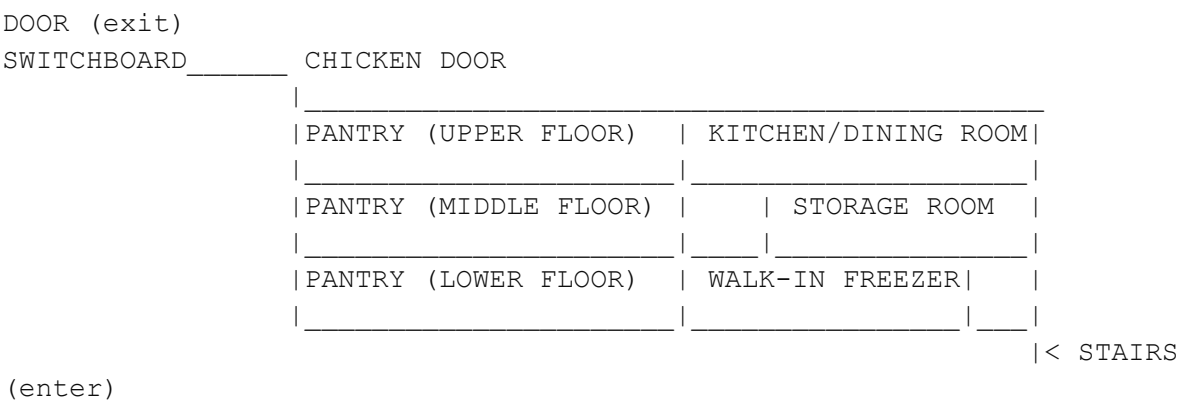
Start with the two stones near the entrance. Then, walk to the end of the
eastern path and you will find another SEARCH POINT. This stone travels south,
and you can follow it around the eastern corner, and then walk west to the next
stone. Smash this one as well. Then walk south and then all the way to the east
and you will find another stone.

Continue south and smash another stone free. Walk back a couple of steps and
then go east and south to find another stone. Back a couple of steps again and
walk further east to find the next stone. There is one more next to it. Now you
can follow the path south and east and then all the way south until you reach
the STAIRS. Climb the stairs, to find yourself at the far east side of the
floor, where you started your adventure.

NOTE: SBAllen's FAQ is no longer available, but this link will take you to the
Channel Map: http://paste2.org/p/129355. Many thanks to SBAllen for providing
this link.

| B2F
|---
-

B2F PANTRY SAVE LOCATION



WALK-IN FREEZER
Walk north and then west and enter the first room you find. Here you can pick
up [FROZEN TOWEL], from the boxes at the right of the screen. Use the EYE/HAND
to find a piece of paper on the shelf at the left of the door. This prompts a
memory scene, and you find a PIECE OF JOURNAL [Girl's Diary: June 11, xx40, Red
Flowers].

STORAGE ROOM
Walk north from this room and enter the door of the Storage Room. In here, you
can use the HAND, to pick up a [2x4] from the shelves at the back of the room.
There is an [ELIXIR] on the shelves at the left. You will find a small box at
the corner of the back shelves that can be held, but if you pull right or left
there is a trap. (Pull up or down to get a warning about this.) Use the OLD AX
to smash the box and obtain the [HOSE].

KITCHEN
When you first enter this room there is a fire burning, which prevents access
to the next room. You can use the HAND to find an [ELIXIR] in the right
cupboard. Move the HOSE to the faucet and it will attach itself. Then use the
HAND on the HOSE and you will see a green and red circling icon. The green one

turns the tap clockwise. Rotate this, using the HAND, to turn on the water, and
and you will aim the hose at the fire to put out the flames. Use the HAND on
the door and enter the next room

DINING ROOM
The left table, and the one at the far right is trapped, but use the HAND on
the top left table and something will fall to the ground. Now use the EYE to
check the floor. There is something near the chair back, next to the desk at
the bottom of the screen. Use the HAND to pick up a [BLOWTORCH]. Now we're
cooking! The left door leads to the passage, but it is broken. Exit by the
right door, and back to the hallway through the kitchen. There are three rooms
not yet explored and they are all pantries containing bugs.

PANTRY (UPPER FLOOR)
Use the EYE on the shelves to find out if there is anything useful. Use the
BLOWTORCH on the left shelf at the front to find an [ELIXIR].

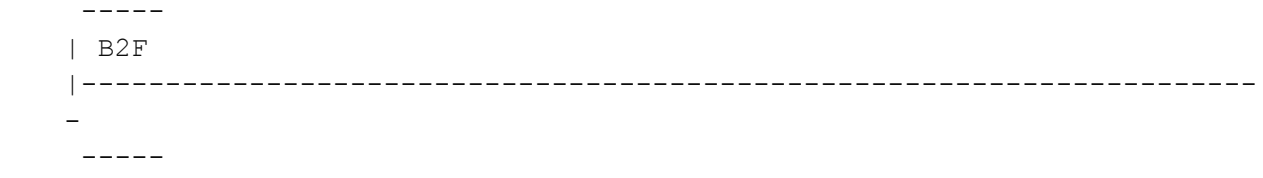
PANTRY (MIDDLE FLOOR)
You'll see a blue glowing mark on the table to indicate that there is something
useful here. Use the EYE and it won't give you much more information, so fry
the area with the trusty BLOWTORCH. This reveals a chicken carcass with a key
sticking out of it. Now, don't be silly and use your hand on this, remember,
you just heated it up with the blowtorch. Instead, move the FROZEN TOWEL to the
key and you can pick up the [CHICKEN KEY] without getting burned. Leave this
room and walk south to check out the last room in this area, if you want
another Elixir.

PANTRY (LOWER FLOOR)
The EYE will inform you that there is something on the back shelf of this room.

Again, use the BLOWTORCH and you will find an [ELIXIR]. You can only find this
last Elixir if you haven't wasted the blowtorch on any unnecessary bug infested
area. It breaks after this point.

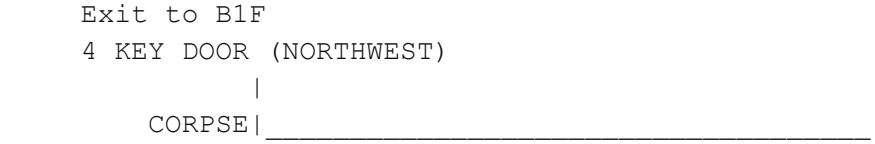
CHICKEN DOOR
Now, walk north to the door in the north western corner, that has a chicken
drawn on it. Use the [CHICKEN KEY] to unlock it, and the the HAND to open the
door. Continue along the corridor to the corner, where you will find an ACTION
POINT.

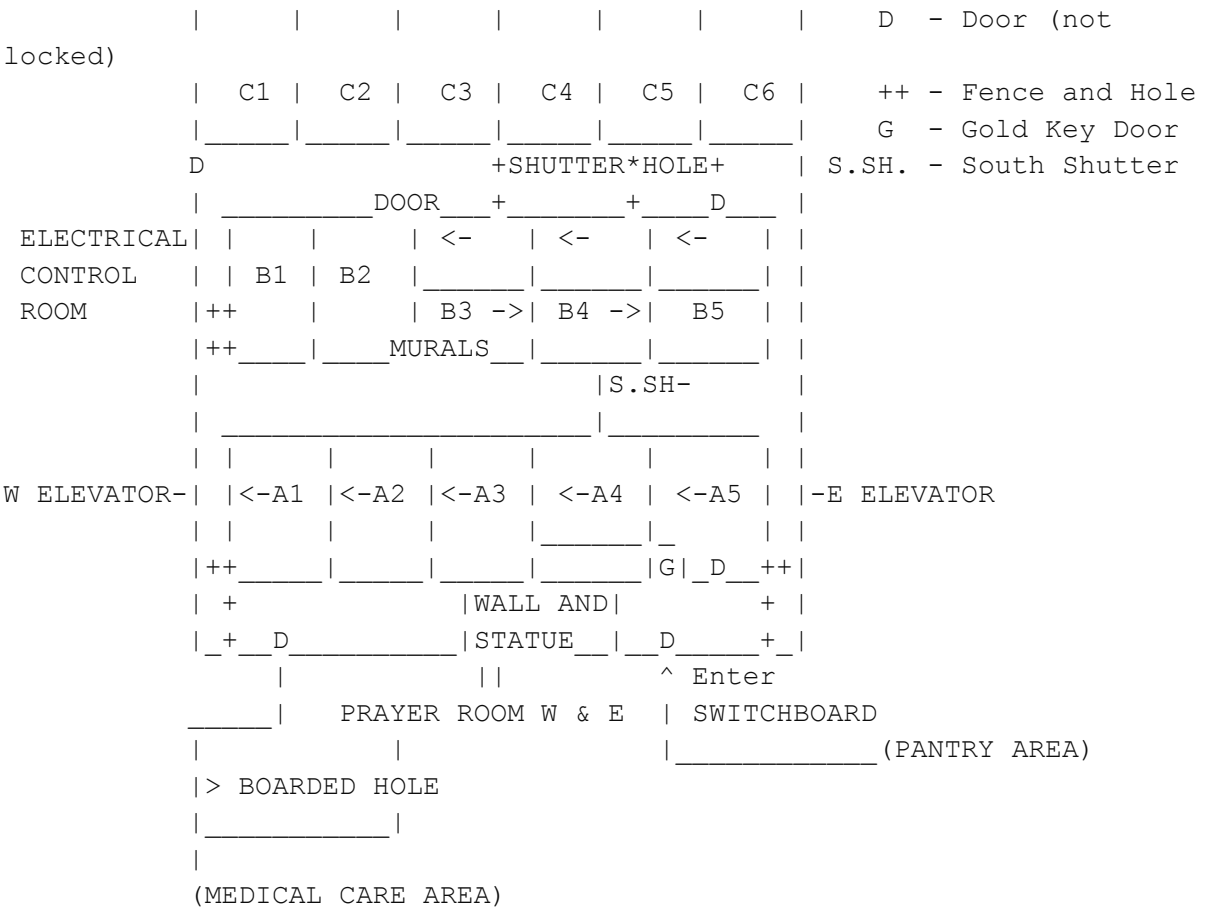
SWITCHBOARD
Use the EYE on the SWITCHBOARD to get a closer look at all the switches. The
far right on the top row, and bottom two switches show evidence of dried blood,
so they are traps. Use the HAND on the far left switch of the top row. This
switches on the device, and you'll a blue spot at the door, to show that
something changed, and the door is open. Use your HAND on the door and it will
open into a new, and large area.



B2F TORTURE ROOM SAVE LOCATION

Please note that the numbers given to these rooms do not appear in the game.
They are included to make it easier to explain the route through this area.





Take a moment to look at the map of this area. You are at the southeast corner,
and there is another similar door at the southwest of the area, which is now
open as well. You will see two small rooms at each end of the south corridor,
and these are elevators, though not operational just yet. You can also see grey
marks on the map which represent various blocks to progress. The task is to
find your way around this blocks, and explore all the rooms you can enter.

If you walk to the eastern edge of the corridor, your way north is barred with
a grate. The western side of the corridor is blocked with an ANGEL STATUE which
contains a trap. The room near the statue is locked, and the next door has a
GOLDEN PADLOCK. There is only one room that you can enter.

NOTE: If there there isn't a door that can be opened, then use this technique

to find a wall that you can break. Start by checking out each wall in the room,
with the EYE, as many walls are trapped, and you will discover one that is
cracked. Then, use the Hammer on the cracked wall to make a hole.

CELL (ROOM A5)
Open the door opposite the entrance, and in this cell you can pick up an [OLD
HAMMER] that's standing against the far wall. There is also a [2x4] hiding in
the pile of stuff just to the right of the Hammer. Use the EYE to look at the
wall to the right, and you will discover that it is old and cracked. Use the
OLD HAMMER on the cracked wall and you will make a hole into the room to the
left. I prefer to use the HAND on the correct hole to enter the next room, to
be sure I don't exit by wrong hole, but you can also select from the screen
using the buttons.

ROOM A4
The door back to the hallway is broken and never opens, so ignore that. The
middle back wall is cracked, so use the HAMMER again to break another hole.
(The walls on either side of this one contain traps.) Use the HAND on the wall
and enter the next room. You are now in the middle of the lower 5 rooms.

ROOM A3
There is a trap inside the basin, and a [2x4] hiding in the top left corner of
the room. The wall to the right has a trap in the lower half, but you can use
the OLD HAMMER again on the upper wall, to break through to the next room. Use
the HAND to enter the hole.

ROOM A2
You will find a piece of paper and a memory scene will begin. You find a PIECE
OF JOURNAL [Maylee's Notebook: May 09, xx51 Evacuation Order]. The door to the

hallway is broken, so once again test out the walls. The upper and middle walls
contain traps, so use the OLD HAMMER on the lower wall. (Check them out with
the EYE, to be sure.) Use the HAND on the hole again, and go through the hole
to the last room on the lower side.

ROOM A1
Use the EYE on the thing in the bottom left corner, and it's a toilet. There is
an [ELIXIR] inside, that can be fished out with your HAND. I guess it's worth
it...The door is broken of course, so once again check the walls for weak
spots. This time the two end walls contain traps and so you should use the ODL
HAMMER on the middle part of the wall. This opens up a hole into the West
Hallway.

IRON FENCE (SOUTHWEST CORNER)
Turn left from the hole and you will find an ACTION POINT, and a fence. If you
use the EYE it will tell you what to do, but just use the OLD HAMMER again, to
knock down the fence. Continue over the fence and you will arrive at the double
door that blocked your way north back near the start of the game. Open this
using the HAND, and now you have gained access back to the MEDICAL CARE area of
the floor.

BOARDED UP HOLE (SECRET AREA)
Walk south to find the ACTION POINT you saw before, where there were wooden
boards over an entrance. Use the OLD AX on the boards, and enter the hole.
Although this area does not appear on your map, it is small. From the entrance
turn south, and when you reach a corner, walk east. At the first junction to
the north walk up to find a door.

PRAYER ROOM (WEST)

Enter the door and you will be inside a room with statues. Use the EYE if you
like, but there are no traps in here. You will find a [STATUE OF PRAYER] if you
use your HAND on the statues to the right of the room. Use the HAND on the
large carving on the wall, and you will find a piece of paper and another
memory scene. After this you get another PIECE OF JOURNAL. [Girl's Diary: May
24 xx49, Confession of His Love.] After this, reach out with your HAND again,
and you can take a [CANDLE] from the left side of the carving. You cannot
access the adjoining room, so leave, and retrace your steps to the hallway.
Then, walk back up the hallway to the north, and return to the Torture Area.

DEAD ENDS - WEST ELEVATOR, HOLE IN FLOOR, SHUTTER
There is no power, so you cannot open the door, or use the elevator just yet.
Continue to walk north and there is a large hole in the floor that cannot be
covered with anything. Walk down the corridor to the east and you will find the
way blocked with a large shutter. The words "JUDGE THE SINNERS" are written on
it in red lettering.

THREE SCULPTURES HALLWAY
Walk along this hall, and inspect three SEARCH POINTS to see these wall
carvings. They are called "THE DANCING PEOPLE", "THOSE WHO ASK FOR FORGIVENESS"
and "THE WORKING PEOPLE". You can use your HAND to try and move them, but this
won't work, though there are no traps. Although there is no hint about this,
beyond the fact that you've just found a candle and prayer statue, use the OLD
HAMMER on the middle carving and you will break through the wall into the
middle of another row of five rooms. As you can see from your map, three of
these rooms are divided in two, and you have accessed the lower half.

ROOM B3

The hole to your right that is edged with blue is where you entered this room.
There are two areas of wall to check out with the EYE. The right one contains a
trap and you can bash down the left one with the OLD HAMMER. Enter the hole and
you will have moved east, to room B4

ROOM B4
The left most wall contains a trap and there is nothing to find in the room.
Use the OLD HAMMER on the lighted wall next to it. (Not on the red walls.)
Go through the hole (using the HAND) to the adjoining room.

ROOM B5
There is nothing of interest here, and the left two areas of wall contain
traps. Use the OLD HAMMER on the right section, and exit the room into the
hallway.

IRON FENCE (SOUTHEAST CORNER)
Walk south to find the fence that blocked your way north from the lower hallway, and whack it down with the OLD HAMMER (or AX). Now you have access on
both sides on the area.

ROOM B5 (North)
Walk north to the top hallway, and again you will find the passage is blocked
by a hole. If you enter the first room to the north, it is completely dark, so
leave that for now. Instead, enter the door into B1, but from the north, rather
than the hole, and you will find yourself in a separate room. There is red
writing on the walls: "THE PATH OF DARKNESS", "GIVES BIRTH TO A BRILLIANT RED",
"IRON HAMMER TO THE SINNERS". Use the EYE on the floor and you will find more
writing: "THE WORDS OF TRUTH". Although there isn't any information about a
cracked wall, you can use the OLD HAMMER on the wall next to the broken door.

ROOM B4 (North)
As you enter this room you will find a piece of paper, and a memory scene.
There is another [PIECE OF JOURNAL] [Girl's Diary: May 15 xx40, Sacha]
Use the EYE on the floor to find more cryptic red messages: "WORDS OF DECEPTION", and yet more writing on the back walls: "THE HOLY PATH CONTINUES",
and the reassuring "DEATH IS WATCHING YOU". Both doors are broken and cannot be
opened, so once again it's a matter of guesswork on the walls. Well, there are
only two choices, and it's the Death one next to the broken door. (Is it
deceptive that death is watching, or not?) Enter the hole to reach another red
beaded room.

ROOM B3 (North)
Again both doors are broken, and this time there are no messages, just information from using the EYE on the walls. Use the OLD HAMMER on the left
wall closest to you. (The others contain traps.) The Hammer might break at this
point, depending on how many times you've used it, but that's okay, as it has
done everything you needed it to do.

ROOM B2
Don't bother with the floor or walls of this room as there is nothing to find,
and the walls are trapped. Open the door at the top right of the room, and you
will enter the upper hallway. If you walk to the right, there is another
SHUTTER that blocks the hall. It has a picture of a DONKEY on it. The rooms on
the north side are pitch black inside, so leave those doors alone.

ROOM B1
There is nothing of use in this room, and the walls are trapped.

NORTHWEST DOOR
Enter the door at the northwest corner of the hallway, and walk north to find
the door that requires FOUR KEYS to open it. You don't have these yet, but

there is something else to find here. One of the keyholes has a key in it. Use
the HAND on it, and you will have the option to turn it. It doesn't matter
which way, since it's the wrong key for this lock, but you need to turn it
clockwise as if you were trying to use it. Then use the HAND again and you will
be able to HOLD the key. Pull DOWN to take it out of the lock. This is the
[ELECTRICAL CONTROL ROOM KEY].

CORPSE NEAR THE NORTHWEST DOOR
Investigate the SEARCH POINT on the wall and you will find a corpse. Use the
EYE on him to discover a note in his pocket. Use your HAND to take the note. It
reads: "FROM THE BOTTOM: DONKEY, DOG, CAT, CHICKEN." Well, that's good news,
since you already have the DOG and CHICKEN keys, half way there!. Use the EYE
on the patch of red beside the corpse's hand and there is a piece of paper. Use
the HAND to pick this up, and it gives more clues about the keys. "THE CHICKEN
WAS CAUGHT BY A BUG; THE CAT SOUGHT LIGHT, AND HID HIMSELF; THE DOG WAS RUNNING
AROUND ITS MASTER; THE DONKEY SLEEPS NEXT TO HIS SAINT." Oh well, these things
never make much sense until you know the answer. Return to the hallway, and
walk south to find the single room at the west. The door is locked of course,
but now you have the key!

ELECTRICAL CONTROL ROOM
Use the ELECTRICAL CONTROL ROOM KEY on the lock, and then the HAND to open the
door. Use the EYE to check out the room, although you cannot touch the body
anyway. Don't use the HAND on the panels at the far side of the room from a
distance, at you will get a shock. Instead, use the EYE to zoom in, and you
will see a control panel. There are five switches. The first one at the left is
for the NORTH SHUTTER (the donkey one). The next one is for the SOUTH SHUTTER.

The middle one is for the LIGHTS and the right two for the WEST AND EAST
ELEVATORS. Only the middle one will work. The others have the same message that
if you turn the right key, the switch reacts...which means that you have to
find keys for these switches. After turning on the lights, you will see six
blue spots shining in the interrogation rooms. All the lights are on, and now
there's no excuse for avoiding horrible places.

IRON FENCE
Walk south to find the IRON FENCE that blocks the hallway. Use the OLD AX on
this, and smash it down. Now you have access to the southern part of the map.

INTERROGATION ROOMS

This is the best order in which to explore these rooms, since some of them
require things that are found in the others.

ELECTRICAL TORTURE ROOM (C1)
Enter the first room, and use the HAND on the cupboard to the right, to obtain
some [PLIERS]. There is a [MATCH] in the box at the front of the room. Don't
touch the spikes to the left, or the cords, although you can use the EYE to
find that there is a key entangled in the live cable. Use the EYE on the
needles to find a note "REMEMBER TO RESTOCK THE CANDLES IN THE ROOM OF
PRAYERS". Aha! Now move the CANDLE to the spikes and it will be placed in
position. You can use the MATCH to light the candle. Now you will be able to
see what you're doing when you turn off the power to retrieve the key. Leave
the room, and return to the Control Room if you want to get the key now. I
prefer to visit all the other rooms first, while the lights are still on, but
it doesn't really matter. (The candles will continue to burn for as long as it
takes.)

SLASHING TORTURE ROOM (C6)
You need to enter the room at the far end of the hallway. Might as well get it over with before doing anything else. Unfortunately you cannot get past the Shutters or the Statue, so you have to return through the holes in the rooms.
Walk east along the top hallway until you reach the shutter, and enter the door to B2. Enter the hole at the right. In the next room also enter the hole in the right wall. The next hole (in B4) is almost hidden, as it is at the bottom right corner of the screen. In B5, open the door that is edged in blue, and you will be back in the hallway and facing the door of C6.

Despite the fact the lights are on, it's not easy to see (thankfully). Use the EYE to find the trap of a water wheel at the right, and then just down from this is a body. Use the HAND to pick up an [ELIXIR]. Use the EYE on the body on the bed at the back of the room, until you find the exact spot that tells you about the knife. If you attempt to pull out the knife with your HAND you will be hurt. Use the PLIERS on the body to pull out the [KNIFE].

Leave the room and enter the door opposite. This time go through the hole in the first room, and then the hole in the back of ROOM B4, and finally the hole in the left wall to take you back to B2. Leave by the blue door.

DRUG TORTURE ROOM (C2)
Use the EYE on the bed to find a note. This informs you that the chapel has been sealed off, though only with wood. The word "PRAY" appears in red letters.
Take [ETHANOL] from the shelves at the back of the room, and a [MATCH] from the shelves in the right corner. There are no traps in here.

NOTE: The [SHUTTER S. KEY] is found inside the small box at the back of this room, but only after you've lit the fire in the Fire Torture Room.

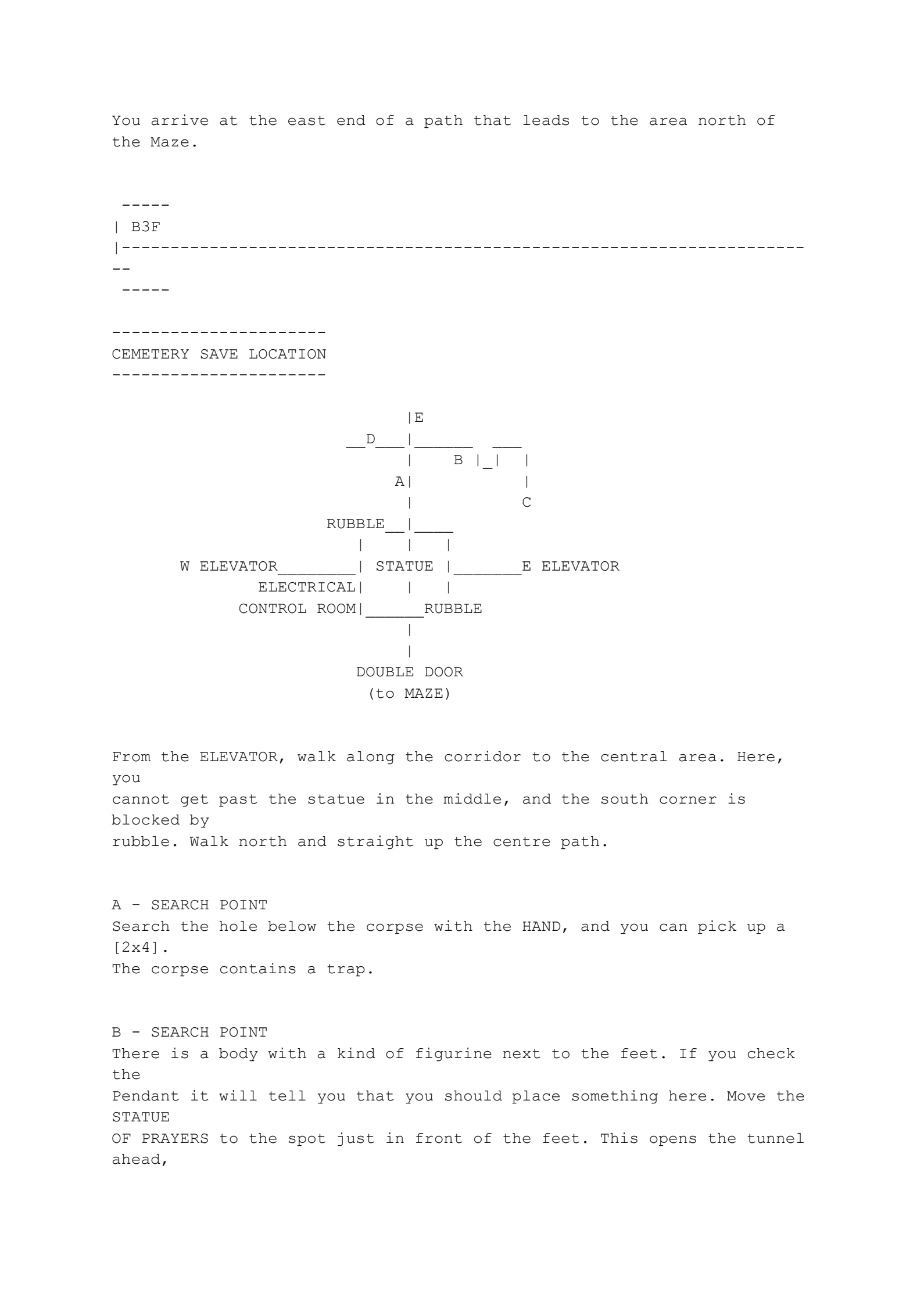
HANGING TORTURE ROOM (C3)
You can use the KNIFE directly on the bag if you first use the EYE for a close
up, but you will be injured. Instead, use the KNIFE on the rope and the bag
will fall. You can pick up [MIRROR OF PRAYERS] from the corpse on the floor,
and then use the KNIFE on the bag to cut some [CLOTH]. If you look at the bits
of rope on the floor you will spot an [ELIXIR}. Pick this up with your HAND.
The desk at the back of the room contains a trap.

ELECTRICAL CONTROL ROOM AGAIN
Return here, and switch off the Torture Room Lights. (Remember to use the EYE
to zoom in on the control panel.) Go back to the ELECTRICAL TORTURE ROOM (C1)
now that the lights are off, and using the light from the candles, you can cut
the cords with the PLIERS, and you will obtain the [EAST ELEVATOR KEY]. Return
once again to the control room, and turn on the lights once more. Use the EE
KEY at the right of the panel, and this will turn on the EAST ELEVATOR. We're
making some progress! You will see that the Elevator now has that nice blue
light, so that's the next destination.

EAST ELEVATOR
Leave the room and walk east, along the central hallway, until you reach the
hole in the wall of statues. Enter here and then go through the hole in the
wall at the top of the screen in both of the next rooms. In the last room (B5)
exit through the blue edged hole. Walk around the corner to the ELEVATOR, which
is now making that reassuring elevator noise. Use the HAND on the switch and at
the right of the door, and get on.

There are three switches: to [B1], [B2] and [B3]. You are already on B2, and
the switch to B1 doesn't work, so there's really only one way to go: down!

You arrive at the east end of a path that leads to the area north of the Maze.



From the ELEVATOR, walk along the corridor to the central area. Here, you
cannot get past the statue in the middle, and the south corner is blocked by
rubble. Walk north and straight up the centre path.

A - SEARCH POINT
Search the hole below the corpse with the HAND, and you can pick up a [2x4].
The corpse contains a trap.

B - SEARCH POINT
There is a body with a kind of figurine next to the feet. If you check the
Pendant it will tell you that you should place something here. Move the STATUE
OF PRAYERS to the spot just in front of the feet. This opens the tunnel ahead,

and you can continue walking west, and then south, until you reach a large
room.

C - SEARCH POINT
Use the EYE on the body for a short memory, and then use the HAND on the object
at the left, and you will pick up the [DONKEY KEY]. (Remember the hint about
"THE DONKEY SLEEPS NEXT TO HIS SAINT.") Now it makes sense! Although there are
no traps here, and you can touch up the saint without fear, he won't relinquish
the cross, so leave him be...for now.

D - SEARCH POINT
This is a trap, and there is nothing to find.

E - SEARCH POINT
There are no traps, and there is an [ELIXIR] if you use the HAND on the body.

Return to the E ELEVATOR, and back to B2F and the TORTURE ROOM.

```
 -----
| B2F
|-------------------------------------------------------------------------
--
 -----
```

B2F TORTURE ROOM SAVE LOCATION

ELECTRICAL CONTROL ROOM - WITH DONKEY KEY
Make your way back to the western side of this area again, and the ELECTRICAL
CONTROL ROOM. Just a reminder: start in the middle hallway and head through the
hole into B1, and then through the next two rooms and out again into the
hallway through the hole in the statue mural thingy. (In the first room, the
hole is at the right edge of the screen, in the second it's also at the right
edge, and in the third one it's the blue edged hole.)

When you arrive at the Control Room, move the DONKEY KEY to the left knob on
the control panel, and this will turn on the device, opening the NORTH SHUTTER.
This means that you can access the other torture rooms. Fun.

IRON FENCE
Walk along the corridor and past the blue spot, where the shutter was opened.
and use the OLD AX on the fence. Now you have access all the way around the
area, through the upper hall, and this means no more hole hopping. Relief all
round.

WATER TORTURE ROOM
This is room C5, and next to the fence. so enter here first. Use the HAND to
take the [FUEL TANK] that is floating on the water. Use the HAND again on the
box at the back of the room, and this is a FREEZER. You will obtain a [BLOCK OF
ICE].which has a KEY inside. Hmm, what melts ice? Well, to be on the safe side,
move the FUEL TANK to the water, and fill it up. Now you have [WATER TANK].
Leave this room and enter only room not yet explored.

FIRE TORTURE ROOM
This is C4, and at the east side of the open shutter. Just what we need! Only
it's a little more complicated, since there is no fire burning at present. Use
the HAND on the incinerator at the right of the room to obtain a [MATCH]. The
chair at the back of the room contains a trap, but there is an [ELIXIR] on the
floor just in front of the incinerator. Use the EYE on the centre block, and
you will find that there is a large metal plate, which could be heated up if
you light a fire beneath it. However, there is no kindling to light.

No, you can't use the 2x4 bits of wood, or chop up a chair. That would be TOO
easy! Instead, place both the [CLOTH] and the [ETHANOL] in the COMBINE slot,

and you will obtain [ETHANOL-SOAKED CLOTH]. Move this to one of the ovens under
the metal plate. Move the MATCH to the oven, and you will light the fire. Move
the BLOCK OF ICE to the red metal plate. (You must find the precise spot to get
the message "PLACE BLOCK OF ICE".) The ice will melt and the key is left
behind. Move the WATER TANK to the fire and this will extinguish the flames.
Return next door and refill with water. Use the WATER TANK again, this time on
the hot metal plate, and you will pour water, cooling the key. Use the HAND on
the metal plate and you will pick up the [W ELEVATOR KEY]. Woohoo!

DRUG TORTURE ROOM
Return to this room and check the box at the back of the room that had a frozen
handle. Now you can turn the handle and open the box. The [SHUTTER S. KEY] is
found inside, but only after you've lit the fire in the Fire Torture Room.
Return to the Control Room and use the key to open the South Shutter.

WEST ELEVATOR
Return to the ELECTRICAL CONTROL ROOM, and use the W ELEVATOR KEY on the mark
that is the second from the right. (Just in case you try the wrong one and
think that the key doesn't work...oops.) Walk south to the blue spot, use the
HAND on the switch and enter the W ELEVATOR. As before, the button for B1F has
no effect, so head back down to B3F.

```
 -----
| B3F
|-------------------------------------------------------------------------
--
 -----
```

CEMETERY SAVE LOCATION

DOUBLE DOOR

Walk east, and then south and you will arrive at a large door. This leads back into the MAZE area. Use the EYE/HAND on the red switch at the right of the door, and you will find that you might be able to hit the switch with something. I used a 2x4, which was pretty effective, although it smashed. Hit the switch and this will release the catch. Use the HAND on the door, and it will open. (You don't have to do this now, but I prefer to open everything possible as soon as possible.)

ELECTRICAL CONTROL ROOM (B3F)
The door to this room is not locked, and it is just a few steps along the hallway from the Elevator. The good news is that there are no traps in this room. The bad news is that the device makes no sense to me at all. Use the EYE to get a close up view of why! Use the EYE again on the red writing. This says:

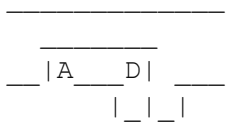
"REMINDER"
* USE THIS DEVICE TO TURN THE STATUES.
* THE STATUES REFER TO THE ANGEL AND DEVIL STATUES ON THIS FLOOR AND THE UPPER
FLOOR.
* THE TOP AND BOTTOM STATUES ARE LOCATED IN THIER RESPECTIVE AREAS.
* THE DEVICE'S HANDLE RESEMBLES THE TOP OF THESE STATUES.
* MOVE THE DEVIL EAST OR WEST.

You just know, that if a puzzle requires that amount of explanation, then it's going to be tough. However, although I thought so at first, it's not so bad.

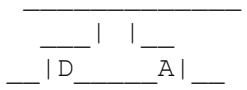
Look again, and you'll see that the switch has needles on it. If you try to use the HAND and turn it to the right (the red option) you will be hurt. Makes sense to just turn it to the left. The needles recede, and you will be shown an image of the statue on this floor (in the middle of the four pathways) turning to the left. Although you can keep turning the switch to the left, you don't get to see any more effects, so it's a bit of a blind guess as to how many

times you should do it. You can also safely move it to the right after the
needles have disappeared. There is a small Devil face on the device, and the
idea is to move the switch so this "face" is set at particular positions.
Start by moving the face to the right. Then head back to the Elevator, and
to B2F.

Devil right - The effect is to move the wall downstairs to this position, thus
allowing access into the CONFINED CELL.



Devil left - (3BF devil facing west.) The effect is to move the wall downstairs
to this position, which will allow you to move the Devil Statue with your HAND.



| B2F
|---
--

B2F TORTURE ROOM SAVE LOCATION

CONFINED CELL
Use the W Elevator to return to B2F Walk along the bottom hallway, after moving
the switch, and you will find that you can access the room that the wall with
the statues was hiding. The door is unlocked, so just use the HAND and enter.
There are no traps in here. Use the HAND on the bed to find an [ELIXIR] and
then on the TOILET. Agree to reach into the toilet and you will find the [EXAM
ROOM KEY]. Remember this door, back in the Medical Care Area.

EXAM ROOM
Walk back through the south western door, and all the way south (past the
broken wooden hole) until you reach the door of the EXAM ROOM. This is just to
the north of the BODY DISPOSAL ROOM where you jumped down the hole to B3F. Use
the EXAM ROOM KEY on the door, and you will enter. (The key will be the fourth
one in your inventory.) Use the EYE to check everything in the room, although
there are no traps in here. Zoom in on the desk, and then the lab coat. This is
MAYLEE'S. Use the HAND on the coat and obtain an [ELIXIR]. Use the HAND on the
desk, and there will be a memory scene, after which you will obtain a [PIECE OF
JOURNAL] [Maylee's Notebook: December 01, xx49 A Girl in the Flower Garden.]
There is a drawer in the desk, but this is a trap. There is a door at the
right, which leads to the back room. Open this with the HAND.

OPERATION ROOM
There is nothing to find on the corpse, but there is a box of tools next to the
operating table. Use the HAND to find [CRANK]. The shelves contain a trap. You
can touch the corpse if you really want to...Now, head back to the hallway and
walk north back to TORTURE ROOM AREA once again.

ELECTRICAL CONTROL ROOM (B3F)
Your final task is to reveal the hidden room, (either for the first time, or
once again, if you did things in a different order.) Move the switch using the
HAND, so the devil is at the left.

PRAYER TOOM (EAST)
Return to 2BF, and walk along the south hallway to find that the wall that
blocked the way has now changed position. Use the SEARCH POINT on the Devil
Statue and then check it with the EYE, and you can move the statue if you use
your HAND. HOLD, and move the arrow UP, and the statue will move to one side

and reveal an entrance that is blocked with wood. Check the ACTION POINT on the
wood, and use the OLD AX to break through. At this point the AX will break, but
that's okay. Now, enter the hole and go through the door into the hidden room.

This is adjacent to the other Prayer Room that you found by breaking the wood
in the Medical Care area. Use your HAND on the right chair to HOLD it. Then
move it to the right or left, and you will find an [ELIXIR]. The other
directions are trapped. The larger chair can also be held, but there is nothing
to find, and the traps are the same. Place the MIRROR OF PRAYER on the angel
statue, and this will result in a click. It's hard to see what has changed, but
if you use the EYE on the right pillar you will get a close up of a small hole
in a drawing of the sun. Something is supposed to be inserted here.

(If, like me, you have found the PRAYER ROOM (EAST) before revealing the
blocked off prison room, then you won't have anything to place in the hole,
and will have to go back to the Control Room on B3F for more statue moving. If
you go back to the Control Room you will find that the part that had the devil
on it is now pushed in. That's because you pushed it in, on B2F. It doesn't
matter, and you can still move the switch to the position you want.}

Zoom in on right pillar with the EYE, and then move the CRANK to the spot and
push it in. Use the HAND on the CRANK and turn it clockwise (following
the red arrows). Take a look at the statue that is now illuminated with light,
and you will find a piece of paper when you use your HAND on it. You will find
a [PIECE OF JOURNAL] [Girl's Diary: January 29, xx43 The End of War.**This
date does not match with the date shown on the Journal page. In fact it's
recorded as January 08 xx45] You will also receive [A FIGURINE]. Numerous hints
that it is fragile and might shatter if dropped...why not test this out? Move
the FIGURINE over the floor, and you will see the option to drop it. Do so, and

you will find the [CAT KEY]. (The bottle of ETHANOL decides to smash itself
too. One less thing to carry.)

NORTHWEST DOOR
Well now, we've got all the keys at last, so return to the hallway, and walk
north and through the door at the northwest corner of the map, and back to the
FOUR KEY DOOR. This time, when you use the EYE on the door, you will be shown
the correct order of the locks. I've added the names of the creatures, in case
you're an alien.

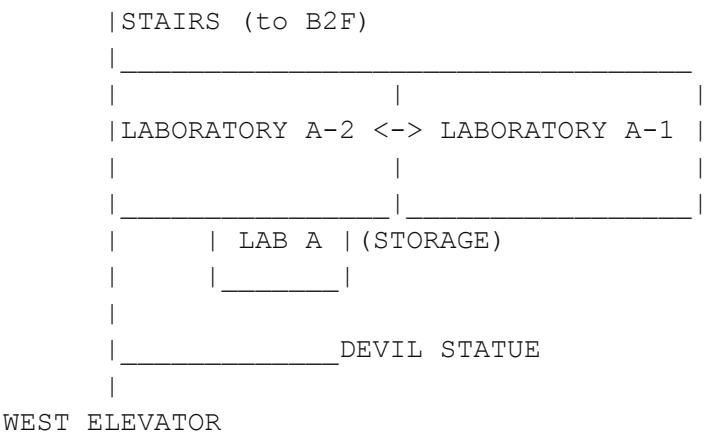
CLICK CLUCK - CHICKEN - top
MEOW MEOW   - CAT   - second to top
WOOF WOOF   - DOG   - second to bottom
HEE-HAW   - DONKEY   - bottom

Use the keys in these keyholes, but you must begin at the bottom. If you make
an error you'll have to start over. If you use the HAND first, you can make
sure you're targeting the precise keyhole. When all keys have been turned, use
your HAND on the door handle to open it. You will find a piece of paper and a
memory scene. [PIECE OF JOURNAL] [Girl's Diary: September 19, xx46. Red Beads
in the Storage Room.] After this, you will be prompted to save your game, and
it's on to Stage Two.

==
S E C O N D S T A G E - D E P E N D E N C E
..... DE02
==

| B1F
|---
--

B1F FIRST LAB SAVE LOCATION



New floor, new map! You start at the north western corner of the map, having
climbed the stairs. From the stairs, if you walk along the top hallway, heading
east, your progress is halted by a pile of rubble. There is nothing to find
here, and nothing can be done about this now. The door off this hallway is
locked.

If you turn around, there is a door in the corner, which is unlocked. Enter
this door, walk down the hallway leading south. Just around the corner there is
a door in the north wall which takes you into the LAB A-2. There is another
door in the south wall, which leads to a wider hallway. But I suggest you leave
this for now. If you enter this door and walk a few steps forwards, you will be
halted in your tracks, by an electric shock. There is an exposed wire in some
water, and you cannot proceed.

LABORATORY A-2
Use your EYE on the desk and there are instructions for making NEUTRALIZER.
It gives the chemical formula: [NaOH ->CaOH2 -> CH3OH ->H2O]. Use the HAND on
the desk to pick up a [FLASK]. There is an [ELIXIR] in the back left cupboard.
The right set of shelves has a HOLD for the HAND, but if you pull DOWN, there

is a trap, and the other directions accomplish nothing. Use the EYE on the
shelf behind the desk and you will see a close up of various chemical bottles.
Use the EYE again and you will told the list of chemicals.

SODIUM HYDROXIDE - NaOH
METHANOL   - CH3OH
DISTILLED WATER   - H2O
CALCIUM HYDROXIDE - CaOH2

Your task is to mix these in the correct order. That is:
1. SODIUM HYDROXIDE
2. CALCIUM HYDROXIDE
3. METHANOL
4. DISTILLED WATER

Move the FLASK to the bottles and you will start the process. Pick them in the
order I've listed. If you mess up, there will be a sizzle and you will have to
start again. I found that if I used the stylus I kept tapping too quickly and
picked the wrong chemical. It seems to work better if you use the Directional
buttons to select the chemical, and the A button to confirm the selection.
You will obtain [NEUTRALIZER]. Although you can only make one batch at a time,
you can return here and make more as the chemicals seem to have that rare
quality of infinitely replenishing. The door to the adjoining room has some
poisonous chemical surrounding it, and if you attempt to open it, you will be
hurt. Use the NEUTRALIZER on the door, and it will dispel the poison. Before
entering, make more!

LABORATORY A-1
This is another Lab, and you will get an immediate hint about an unsteady
shelf. If you use the EYE on the pile of boxes to your right, you'll find out
that there is a pair of boots at the top. You need to find something to replace
them, so the boxes don't topple over. Use the HAND on the cupboard at the back
of the room to find an [ELIXIR]. The desk at the left, near the door had a

trap, but there is something more useful on the shelf at the left. This is a
TANK filled with water. You cannot pick it up, but you can move the FUEL TANK
to it, and put water in it. Now, move the [WATER TANK] to the top of the pile
and you will be able to place it there. In return, you will obtain [MILITARY
BOOTS]. Equip these, and then return to the hallway through other lab.

LABORATORY A (Storage)
Walk a couple of steps along the hallway to the east, and open the door to the
single room. Use the EYE to discover that there is something inside the large
wooden box in the centre of the room. Use the HAND to HOLD the box, and move it
left or right to find an [ELIXIR]. (Up or down won't work, but there are no
traps.) Use the HAND on the wooden section in the back wall, and you will find
a [2x4]. Be careful, because the box at the left edge of the screen contains a
trap. The door at the east end of the hallway is locked.

HALL WITH FOUNTAIN
Open the door at the south western corner of the corridor, and enter the larger
hallway. First make sure that you have equipped the MILITARY BOOTS, by moving
them to the BODY icon. (If you need to equip them, then you must return to a
room to access the item menu.) Walk a few steps south, and you will be halted
by the flash of electricity. Now that you have the boots equipped, this won't
hurt you, but you will drop the matches. (There is no way to avoid this.) Use
the EYE on the yellow spot at the left of the screen, for more information
about the wire. Move the PLIERS to the wire, and you will be to cut it. You
receive [WIRE}. For some odd reason, you take off the boots.

WEST ELEVATOR
Walk south to find the elevator. Use the EYE on the switch for a close up of

broken wires. Now, move the WIRE you just obtained to the switch, and connect
the wires. Use the HAND on the mended switch and you can get on the elevator.
Before doing so, walk back to the fountain hallway and continue east.

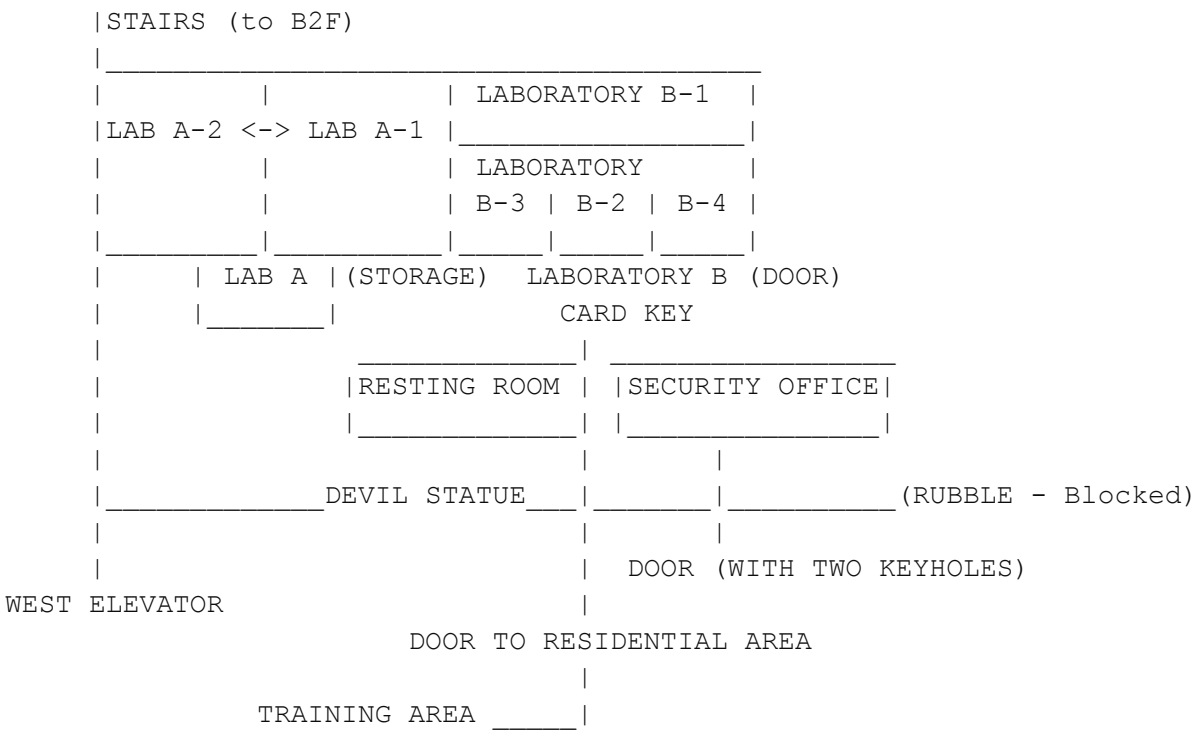
DEVIL STATUE
Walk east, and you will discover another of these statue blocks in the middle
of the hallway. This one is large and, as usual, the ANGELS all contain a trap.
Walk around to the far eastern side of the statue, and you will find a
DEVIL SEARCH POINT. If you use the EYE you will be advised to try pushing the
statue. Use the HAND to grab HOLD and push UP. The statue moves and you will
obtain [A GOLD KEY] and a memory scene. You can return to the previous floor
and use this key on the Golden Lock to the Cell, or carry on through the
eastern door into a whole new area, but you will need the item you find in the
Cell to progress much further.

BACKTRACK TO GOLDEN KEY DOOR
The southern hallway is blocked at the moment, because you moved the statue to
access the Prayer Room. You can simply walk around the northern hallway of the
TORTURE ROOMS, or change the position of the Devil statue. It's probably
sensible to do this, since it saves a bit of effort later in the this stage.
Enter the WEST ELEVATOR, and return to B3F, and the ELECTRICAL CONTROL ROOM.
Use the EYE on the control panel, and then the HAND on the switch.Move the
Devil icon to the right. (It should take two turns to the right, and look like
this: ___ Devil.)
         |

Return to B2F and walk along the south hallway to the east. The Devil wall will
have moved and you can now walk past to the Golden Key Door. This is the room
at the southeast corner of the bottom row of cells. Move the GOLD KEY
to the padlock to use it, and you will step inside the room.

THE CELL WHERE SACHA SLEEPS
Use the HAND on the body on the floor in front of the bed, and this prompts a
memory scene. After the scene you find pick up the [CARD KEY]. There is nothing
else in this room, and no traps. Leave, and return to the WEST ELEVATOR, and
B1F.

B1F CENTER SAVE LOCATION



RESTING ROOM
From the W Elevator, head west past the Devil Statue, and then north. Enter the

first door you find at the west of the hallway. There is nothing on the desk, but the tall cupboard has a trap. You can obtain an [ELIXIR] on the right
shelves. There is a poster on the wall at the left of the door that says "NO
SMOKING", and another one to the right that says "PASSWORD TO RESIDENTIAL
AREA". You will automatically take a closer look and it says:

"THE PASSWORD IS THE HOURS FOR THIS FACILITY. THOSE WHO FORGET CAN FIND THE
HOURS LISTED IN THE [B2F DOCUMENT ROOM] OR ASK THE GUARD IN THE SECURITY."
(That's the Archives Room where you found the book with the Daily Schedule.)

If you use the EYE on the poster on the left wall, you will see a close up
view. Use the EYE again, and the paper reads: "RESEARCH RESULTS". Grab the
paper with the HAND and you can pull DOWN to peel it off the wall. There is a
key embedded in the wall, that you cannot remove with your hand, so move the
PLIERS, and you can pull out the [SECURITY OFFICE KEY]. Leave the room.

SECURITY OFFICE
From the Resting Room walk south and then east, and north. Here you'll find the
door to the Security Office, so use the SECURITY OFFICE KEY on the door. There
are no traps in here, but it appears that there is nothing to find. However, if
you place the HAND on the rail on the floor at the bottom left corner of the
screen, you can HOLD the shelves, and move them LEFT. There is a piece of paper
on the wall. Use the EYE to read this.

"ABOUT RESIDENTIAL AREA PASSWORD. THE PANEL IS BROKEN AND WON'T ALLOW US TO
CHANGE THE PASSWORD, SO IT'S STUCK AS THE [WAKE-UP TIME]. MAKE SURE THE SCIENTISTS KNOW."

LABORATORY B - CARD KEY DOOR
Walk north past the Resting Room to find this door. Use the CARD KEY on the
switch at the right of the door, and you will walk through.

LABORATORY B AREA
Walk west along the hallway, and you can unlock the door back into the
LABORATORY A area. Return to LABORATORY B and walk north to unlock this door.
Again, you'll walk through the door, so turn around and go back to the new
area. Now all the doors are unlocked, you can relax and explore the rooms. Walk

along the short hallway, and you can enter the large room at the north or the
smaller room to the south.

LABORATORY B-1
Use the EYE on the desk and you will read a report.
"THE EFFECT OF POISON GAS ON MENTAL CAPACITY AND MOTOR FUNCTION." If you use
the EYE on both windows you will be able to view two of the rooms to the south.
It's obvious from the report what went on here. I think you might need a Gas
Mask... However, before leaving, use the HAND on the switches on the table, and
you will open one of the doors into the rooms behind the glass. Leave the room
and enter the door that is directly in front of you.

LABORATORY B-3
This room contains two corpses, and you can HOLD on to both of them with the
HAND, but you won't find anything. The DOWN action is a trap. Use the EYE on
the note on the wall next to the open door, and this gives instructions:

"1. FIND THE GAS MASK. (You bet!)
 2. INJECT THE SERUM

THOSE WHO DO THE ABOVE CAN GO FREE."
The mask is nowhere to be found in this room, so enter the open door.

LABORATORY B-2
As soon as you enter the room, the door will shut behind you, and gas fills the
room. Use the EYE to look at what appears to be a door to the left of the room.
You will see a close up view of a panel with numbers on it. There are four
round handles with the numbers, 1, 2, 3 and 4 above them, and some mathematical
sums scrawled above them. Check these out with the EYE. Don't worry about the
gas, as you can take as long as you like so long as you just look, and don't do
anything. However, if you select a handle, and it's the wrong one, then you

will be effected by the gas and lose a little life. Anyway, I don't know why
the answer is 4, except that's it's the only number not listed, and there is a
knob with 4 on it. Use the HAND on the 4 KNOB to open the door.
.
[8 + 1 = 2]
[9 + 8 = 3]
[6 - 3 = 1]
[8 + 8 = ?]

LABORATORY B-4
You will enter another gas-filled room, but you will see a Gas Mask on the
wall. Reach out with the HAND to take the [GAS MASK] from the back wall, just
to the left of the door. Move the GAS MASK to the BODY icon, to equip it. Now
you need to find a way out of these rooms.

If you look at the back of the door with the EYE, then you will find the answer
to the number puzzle, in case you feel you have to know. There are dark red
circles drawn over any circular shape in the numbers, according to the
on-screen text, and the solution to opening the door is the [0] numbers, but
this still didn't make any sense to me. However, it did make sense to Lisa
Zeycck, who kindly emailed me with this explanation: "If you count the number
of zeros that are made from any circular part of both numbers (as shown on back
of door in red) it comes out that 8 + 1 has 2 zeros, 9 + 8 has 3 zeros, 6 +3
has one zero and 8+8 has 4 zeros." So simple when you know!

Anyway, this door has one knob, and it's locked, so you can't leave just yet.
Use the EYE on the far left corner of the back wall, and you will find a small
cupboard, with a wheel for a handle. Use the HAND on the handle and turn it
counter clockwise (that's the green direction). Turn it again, and again, for a
third time, and this opens the case, and turns off the gas. You will obtain
[CHEMICAL]. However, since you took off the GAS MASK (automatically) you now

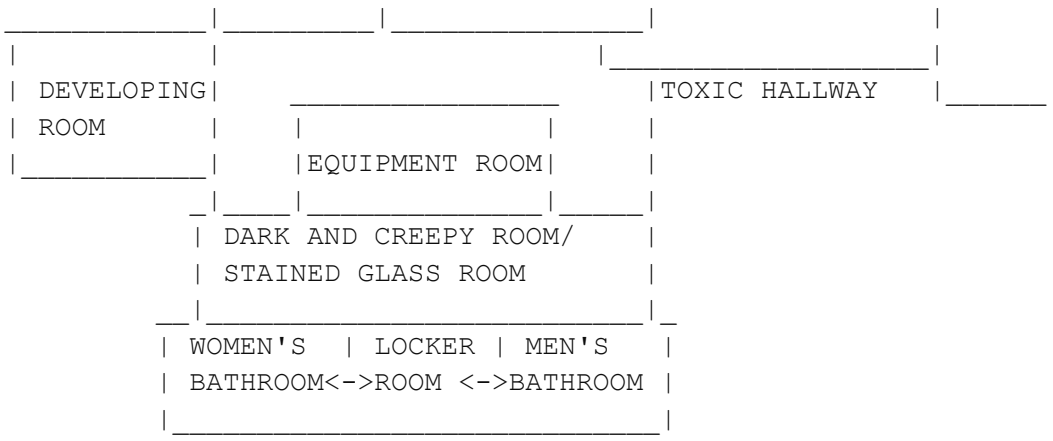
feel ill. Move the CHEMICAL to the BODY and you will use the medicine. After
this, all doors are unlocked, and you can return to the hallway. All this
effort and all you've got to show for it is one lousy gas mask...guess you're
going to need it at some point soon.

DOOR TO RESIDENTIAL AREA
Make your way south from the door to LABORATORY B, and you will find the double
doors to this new area. Use the EYE to get a close up of the switch at the
right. Move the CARD KEY to the switch panel, and this turns on the device. You
must now enter the correct code. This is the "WAKE-UP TIME", which you were
told about in the SECURITY OFFICE, and found in the book in the ARCHIVES. If
you remember that far back...it was 0512. An odd time to get up in the morning,
but that's the code. Use the HAND on a number and you will it appear at the top
of the device. You can delete a number if you need to. You can use the stylus
or the Directional Buttons and A to tap in the code. Finally, press OK, and the
door will open. Put your HAND on the door and it will open. You will find a
piece of paper and a memory scene. You obtain a [PIECE OF JOURNAL] [Girl's
Diary: November 10, xx49 - Mother Covered in Blood.]

CODE FOR DOOR - [0] [5] [1] [2]

Walk south and you will find that all hallways are blocked with rubble. There
is only one door, and this leads to a new area at the south west of the map.

B1F TRAINING SAVE LOCATION



TOXIC HALLWAY
If you walk west and north you will arrive at a locked door, so the only route
is south. This corridor is lined with purple, and has a SEARCH POINT. The
pendant will tell you what to do, if you are in any doubt. Move the GAS MASK to
the BODY icon, and you can proceed. When your each the far side of the Toxic
hallway, the door at the north end of the passage is locked.

EQUIPMENT ROOM
This is the first room if you walk west. Use the HAND on the large box to the
right, and you will obtain [IRON BALL]. You will find a [2x4] at the left of
the back wall. There is a trap in the right side of the back wall, but other
than that the rest of the room is safe.

LOCKER ROOM
There is nothing to find in here, but the right set of lockers contains a trap.
Use the EYE on the door at the back left of the room, and you will get a close
up of the lock. The key is stuck. Move the PLIERS to the lock and you can twist
it open. Open the door with the HAND, and enter the next room.

WOMEN'S BATHROOM
Use the HAND on the shower at the right of the room, and you will obtain a
[CHAIN]. There are no traps, and nothing else to find. Return to the Locker

Room, and enter the room to the right.

MEN'S BATHROOM
You will notice a metal bar at the bottom of the bathtub. However, the tub has poisonous liquid in it as well. Use the NEUTRALIZER with the bath and this will remove the poison. (You should have some with you, but if not, you will have to return to LABORATORY A-2.) Use the EYE on the shower at the left, and you will get an idea of hooking something on it to break open the bath. If you use the pendant it will suggest that you combine something. Move the CHAIN to the shower, and you will get the solution: attach something to the chain. Combine the CHAIN and the IRON BALL, and then move the [IRON BALL WITH A CHAIN] to the shower. Use the HAND to HOLD the BALL WITH CHAIN, and move it LEFT. This will smash the bathtub. Pick up the [CROWBAR]. Use the HAND on the shower again to retrieve the IRON BALL WITH A CHAIN. (By the way, if you don't use the Neutralizer on the bath, before breaking it, you will have to use it on the liquid, before you pick up the Crowbar.)

DARK AND CREEPY ROOM (Leave until later)
Enter the large room from either door, and attempt to turn on the switch on the back wall. It doesn't seem to work properly, and you can use the EYE on the exposed part of the wall. (I thought this was a wasp's nest or something first time I saw it in the dim light.) Use the EYE again, and you discover that a piece of wood is stopping the gears from working. The PLIERS are not effective on this, and neither is the CROWBAR. You will need something else.

SEARCH POINT
After obtaining the CROWBAR, walk up to the northwest corner of the area, and investigate this Search Point. There are needles on the floor, but if you use the EYE on the left wall next to the hole, you will find that it is weak. Move

the CROWBAR to the wall, and you can tear it down to cover the floor. Walk
north and enter the first room on the right.

DEVELOPING ROOM
The equipment at the right is a trap. Use the HAND on the central area and you
find trigger a memory scene. You will find another [PIECE OF JOURNAL] [Maylee's
Notebook: July 17, xx50. The DNA for the Cure.] Move the KNIFE to the CURTAIN
at the left of the room, and you will cut a piece of [CURTAIN].

TRAINING ROOM
This is the left of the two square rooms. The door to the other one is locked.
There are no traps in this room. Use the EYE on the wall to the right of the
metal bars on the wall, and you will get a hint that the wall is weak, though
it is not so weak that the Crowbar can damage it. You need something stronger.
Yes, the trusty Ball and Chain, every girl's friend in need! Move the IRON BALL
WITH A CHAIN to the PULL-UP BAR, and you can attach it. Use the HAND to HOLD
the BALL, and pull DOWN. This smashes a big hole in the wall. Use the HAND to
enter the room. (The ball is now broken.)

SHOOTING RANGE (BACK)
I found this is a confusing room as you cannot really judge where everything
is. Use the EYE on the right of the room, and there is a counter. You need to
get to this, but you cannot reach it since if you move, you will be shot at.
Check everything with the EYE and you will get information about rails on the
ceiling, and something on the floor. Use the EYE on the switch on the wall at
the left. If you use the HAND on the switch, the target will move to the center
of the room. If you attempt to move to the counter you will trigger a sensor,
and arrows will fire at you.

There are two solutions to this puzzle.

1. CURTAIN
You can use the CURTAIN with the target, and then press the Switch to move it
to the centre of the room. Although you will be told that you can move to the
counter, in fact if you place the HAND on it, you will be injured with arrows.
You must select the option to move to the counter from the options. Use the
BACK button or B to select from the three options: Enter Hole, Go to Counter,
or Quit.

2. CROWBAR
First of all, use the HAND on the switch to move the target. After using the
EYE on the floor, then use the HAND on the same place, and you will find out
that the floor raises up. Now, move the CROWBAR to the floor and you can lift
up a section of floor. This will block the arrows, and you can move on.

SHOOTING RANGE (COUNTER)
Use the EYE on the blocked counter at the right, and you will find a
[CROSSBOW] and [CROSSBOW BOLT X5]. Use the HAND on the left door to unlock it,
and return to the hallway. Attempt to enter the door facing you, and you will
unlock it. This leads back to the Toxic Hallway. Equip the GAS MASK, and use
the HAND on the hall to pass through. Walk around the corner and enter the long
room with the broken wall and switch.

STAINED GLASS ROOM (this was called the DARK AND CREEPY ROOM)
Use the EYE to get closer to the broken wall, and move the CROSSBOW to the
machinery. You can fire a BOLT at the PIECE OF WOOD to destroy it. Use the HAND
on the switch and the machinery will start to run, opening a window in the
ceiling. This allows light through, and a stained glass image is projected onto
the floor. Use the EYE on the floor, and you can scroll to the left and right.
The images of a spear and a lightning bolt contain traps. There is an image of

a CROSS at the left. Use your HAND on this and you will find a [CROSS KEY -
HYMN], as well as a piece of paper and a memory scene. There is also a [PIECE
OF JOURNAL] Priest's Journal: April 01, xx34. A Name to the Child.]

BACKTRACK TO CEMETERY
After this, you are prompted to return to the CEMETERY where you found the body
of a saint. Return to the TOXIC HALLWAY, and equip the GAS MASK once more. Use
the HAND on the hall to move forwards. Walk right and enter the door, then walk
north and back through the RESIDENTIAL AREA DOOR. I'm going to suggest a small
detour before taking the elevator again, as you need more Neutralizer.

Keep walking north and back into the LABORATORY B area. Then, go west and
through the door that you can unlock, back into LABORATORY A area. Continue
along the hallway and enter the door in the north wall. This takes you back
inside LABORATORY A-2. Make a [NEUTRALIZER] to fill your empty FLASK. Leave
this room, and walk north to the STAIRS that lead back to the northwest corner
of B2F TORTURE ROOM. (Or go south and use the West Elevator to get back to B2F,
and then walk east along the bottom hallway to the East Elevator)

Walk back into the main area and head east along the top hallway, and then
south to the East Elevator. Descend to B3F.

B3F CEMETERY SAVE LOCATION

BODY OF PRIEST
Walk west and north and then east to the farthest edge of the path where you
found the priest's body. Touch the cross with the HAND and you will have a
memory scene, and find a new [PIECE OF JOURNAL]. [Priest's Journal: June 10,
xx34. A Torturer Mother.] After this, use the HAND on the cross and you will
obtain [CROSS KEY - PASSION]

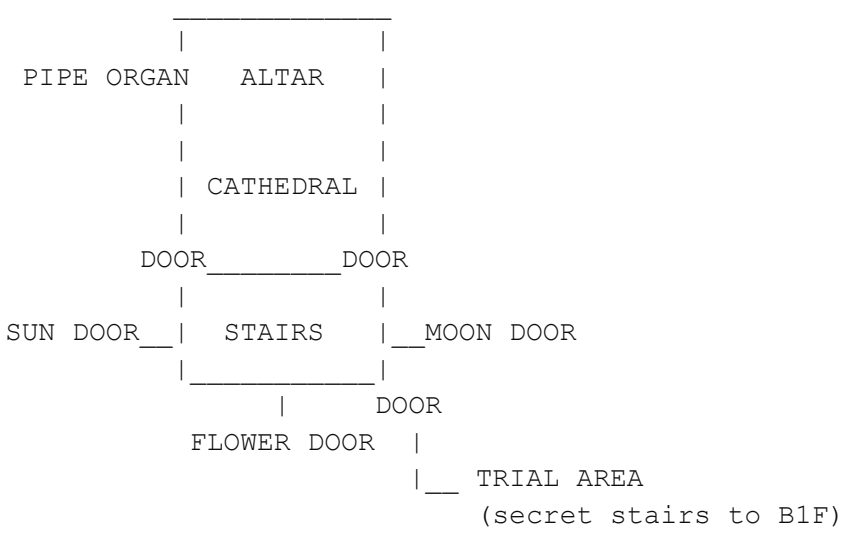
B1F CENTER SAVE LOCATION

DOOR (CROSS KEYS)
The final task of this stage is to return to the CROSS KEY DOOR on B1F. Retrace
your route back to the East Elevator, and to B2F, and thence to the West
Elevator, and B1F. From this Elevator head east, past the DEVIL STATUE, and you
will find the door just before you reach the eastern dead end of this hallway.
(It's directly opposite the door to the Security Office.) There is red
lettering on the door "TWO CROSSES WILL OPEN THE PATH", and now you have them
both! Simply move each of the CROSS KEYS to the locks on the door. (It must
touch the lock, and not just the handle.) Each one will only go into the lock
it's meant for, but the order does not matter. The PASSION key goes into the
left lock and the HYMN key into the right. After unlocking the door, you will
automatically enter, and then find the usual piece of paper and [JOURNAL
PIECE.] [Girl's Diary: May 11, xx51. With My Mother.] This is followed by a
memory scene, and then you will be prompted to save your game before starting
the Third Stage.

==========
T H I R D S T A G E - F L E S H A N D B L O O D
..... DE03
==========

| 1F
|-----

1F CENTER ROOM SAVE LOCATION



1F CATHEDRAL SAVE LOCATION

When you finally gain control again, you will be facing east, and if you take a couple of steps forwards you will see the STAIRS icon. This leads back down to B1F, and the TWO CROSS KEYS door. The area is strewn with large, and for now, impassable boulders. If you head further east, the way is blocked by a large door with a moon design. There is a small wooden door in the southeastern corner, but leave this for the moment. To the west there is a door with a sun motif, and if you go south, the way is blocked with another large door, and this one has a flower design. You can walk down the passages at either side of the flower door area, and peek through the metal grids to the room beyond, but you cannot get inside. (I tried the Crossbow...don't bother!)

There is only one choice, and that is to enter either of the small doors into the cathedral. You will also see the whole of this central area mapped out.

1F CATHEDRAL SAVE LOCATION

CATHEDRAL

Some of the pews have SEARCH POINTS, and you can check these out. Starting from
the east door.

EAST PEWS
1. The second one
Use the EYE on the pew at very edge of the left part of the screen, and then
the HAND and you will find a [2x4]. There is no trap.

2. The seventh row (second down from the last row). I couldn't find anything
here.

WEST PEWS
Walk down the middle to reach these.
1.The third row has a something, but again I couldn't find anything.

THE ALTAR
To reach the far end of the Cathedral, walk up the east side. The west is
blocked with rocks. Stop at the SEARCH POINT in front of the altar. Use the EYE
on the mural behind the altar and you will see a key. Use the HAND on the lower
part of the mural and you will pick up [KEY OF TRIALS].

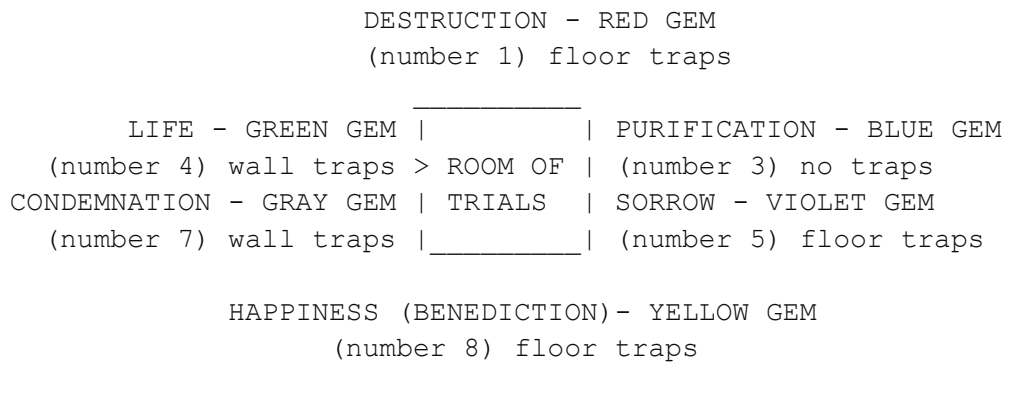
PIPE ORGAN
Now walk towards the organ. You can check the organ at an ACTION POINT, but
don't touch it from a distance as it is a trap. Use the EYE for a close up
view, and then it is safe to use the HAND. You will find that there is a gear
missing. If you use the EYE on the floor to the left of the organ (before you
zoom in) you will see that there is something. Use the HAND to obtain a [HAND
GRENADE].

STATUE SAVE LOCATION (TRIAL AREA)

ROOM OF TRIALS
There are many doors here, but the one you need to open first is at the west

wall of the central room. Use the EYE directly on the blue plaque and it says
[TRIAL]. Move the KEY OF TRIALS to the lock, and then open the door. Once
inside, use the SCROLL button is see both sides of the room. There are two
statues of children. If you use the EYE on each of them, you will see that they
hold a book that has three empty holes. Use the HAND on the smiling statue (the
first one you saw when you entered the room) and this will open a door
somewhere. In fact, it opens all six doors to the smaller rooms, and they will
show a blue spot.

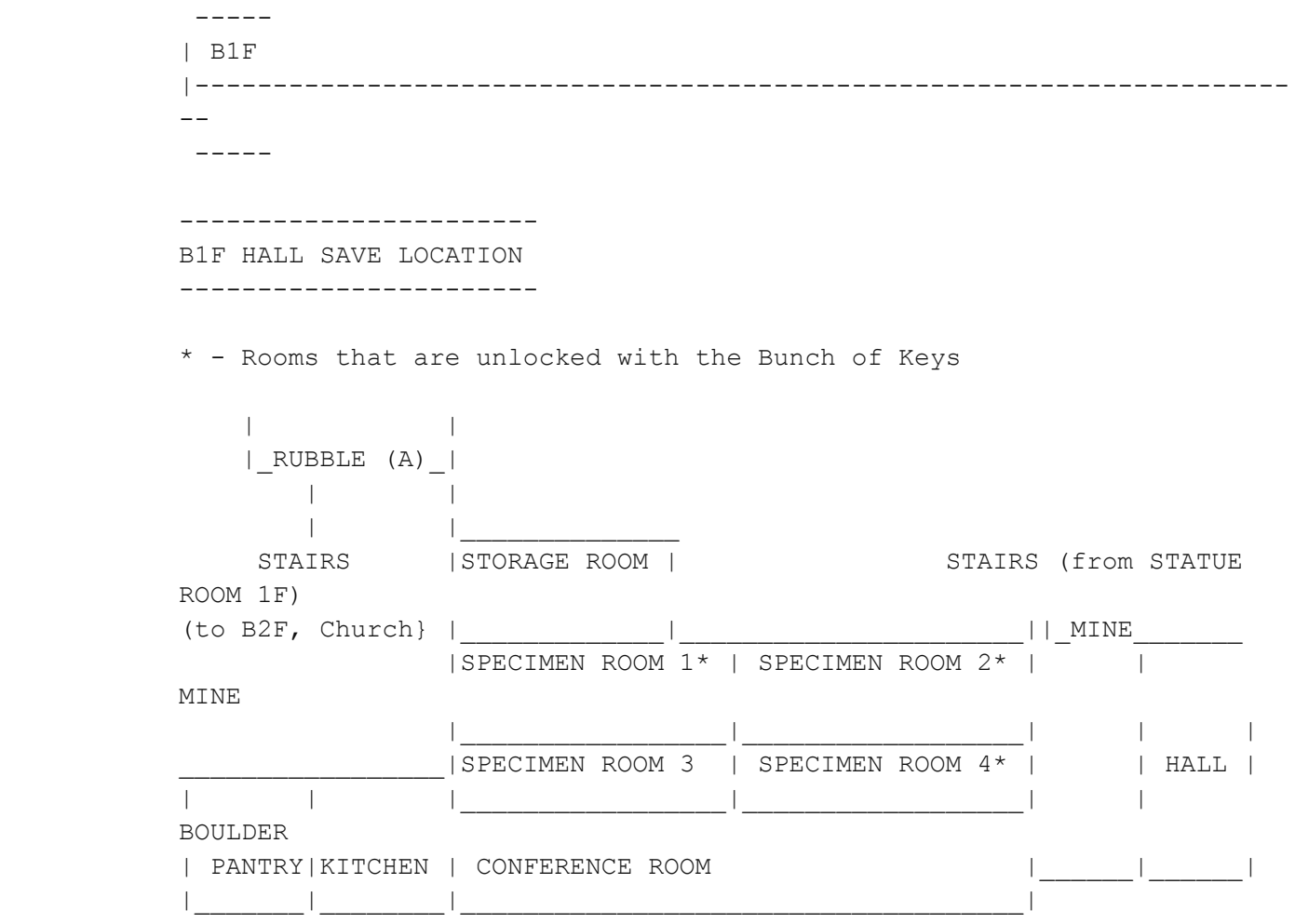
GEMS ROOMS
I know this is called "trials" but really, it couldn't be easier. Pretty lame
kind of trial. All you have to do, is enter each of the six rooms and collect
six coloured balls. They are at the foot of every statue, and there aren't even
any traps on the statues, although there are on the walls or floor, but then,
you're hardly going to bother touching those. In case you lose count, the balls
are numbered, and the blue spot will disappear after you enter a room.



After picking up all the balls, return to the central room. Now, proceed to
place the balls in the holes. You don't even have to get this right, since the
balls will be set in the correct holes for you, and if you choose the wrong
one, then it won't be placed. Anyway, to save you the few extra seconds wrong
placement might take, the SMILING STATUE takes the RED, VIOLET, and YELLOW

gems, and the CRYING STATUE takes the BLUE, GREEN and GRAY gems. The statue
will move and reveal a hole with hidden stairs.

When you descend the stairs you will find two pieces of paper, and discover
your name, as well as a memory scene. There is a [PIECE OF JOURNAL] [Maylee's
Notebook: November 04, xx49 - The Moment of Death]



Most of the doors in this area are locked. Move north from the stairs, and then
walk west, to find an unlocked door in the north wall. This is the room that's
on its own, at the corner of the hallways.

STORAGE ROOM
Gold Mine! At least, a bullet mine! There is a red box at the right of the

screen and you can take 3 [BULLETS] from here. This is a never-ending supply,
and it also gives you [GRENADES], though only 2 at a time. You will need to
return here a number of times to restock, so make a note of the location of
this room. Use the HAND on the rubble in front of the red box, and you will
find 3 [CROSSBOW BOLTS] and a [2x4]. The box on the floor at the left has
nothing, and the other box on a packing case has a HOLD point. There isn't a
trap, and you can move the box to the left or right to find an [ELIXIR]. The
shelves at the right of the room are trapped, so avoid these! The doorway the
leads to the long hallway heading north, is unlocked, and you can explore a
bit, but there is no other access off this area, so leave it for now.

SPECIMEN ROOM 3
Walk around the corner to the south and you can enter the second room. There is
an aquarium at the side of the room. The cupboard at the back of the room is
trapped, and there is nothing else of interest. Use the EYE on the green tank,
and you will see a key and a body. Move a GRENADE to the tank, and then leave
the room. (You can use the Grenade when you are close up or further away,
either will work.) Return to the room and use the HAND on the the hole in the
tank. You will obtain [BUNDLE OF KEYS].

SPECIMEN ROOM 1*
This is the adjoining room, and the door can be unlocked with the BUNDLE OF
KEYS. Avoid the right set of shelves. There is a rope hanging from the ceiling
and so MOVE the KNIFE to this, and cut yourself a piece of [ROPE]. Leave this
room and walk around the south hallway to the doors at the far side of the
central area.

SPECIMEN ROOM 4*

Use the BUNDLE OF KEYS on this door, and enter. This room has many aquariums, on shelves, all of which are trapped. You won't want to touch the larger one when you find out more about it, but it also contains a trap. The room is a bit of a puzzle, since it appears to be full of traps, and not much else. However, use the EYE to look more closely at the small patch of white at the back right of the room. There are white lab coats hanging on some boxes. Although you won't get a close-up view, these might contain something useful, but you cannot reach them with your hand. Use the CROSSBOW and the BOLT will just pass through the coat...you need something to retrieve it. COMBINE the BOLT with the ROPE to obtain [BOLT WITH A ROPE]. (A more useful form of soap on a rope.) Move the CROSSBOW to the lab coat, and you will be given the option to "Fire bolt with rope". Select this and you will obtain [WHITE COAT]. There is something in the pocket: [DRAWER KEY]. You dump the coat, I assume, as it doesn't appear in the item list. Yet another bad choice, I'd have been wearing those boots and a coat at least, by this point. Anyhow, now leave this room and proceed to the next door.

SPECIMEN ROOM 2*

When you use the BUNDLE OF KEYS on this last door, you will drop them, and that's the last you see of them. Check out the desk with the EYE, and you will see that it is protected by wire. Use the KNIFE or PLIERS to cut the wire. Use the EYE on the desk for a close-up of the drawers, and you will see that there is a keyhole. Move the DRAWER KEY to the keyhole and you will unlock the drawer. Use the HAND on the top drawer to obtain a [FLARE]. The second drawer is empty. Leave the room and walk along the south west hallway and around the corner.

BOULDER
There is a boulder blocking the hallway. Move a GRENADE to it, and leave the area. (You have plenty of time, so don't panic, nothing will open, until after you leave.) Return after the boulder blows up and you can enter the HALL. (The door is open.) You cannot do anything about the mine in the hallway. DO NOT poke with a stick!

HALL
This area is filled with many shelves containing clothes, uniforms and suitcases. The shelves in the middle of the room have nothing useful, but no traps. Scroll to the right and use the EYE on the left wall for a red letter message "ENEMY MILITARY ITEMS LEFT BEHIND" The right shelves here contain nothing of interest, and no traps. Scroll to the right again (or left from the first room) and there are many more shelves. Use the EYE on the back wall and these is a message that reads "FIND THE TRAITOR". This will spark a connection with the message on the board in the other area. Now you will be able to interact with the items on the shelves.

You need the room that has the large sign on the left wall. Use the EYE on the middle set of shelves to get closer and then the HAND can HOLD the case. Move the case UP or DOWN, and a key will fall out. You obtain [SPEAR KEY: BLUE]. After retrieving the key, leave this room, unless you are a masochist and simply must find the traps in the other shelves.

In the first room, you can HOLD a uniform on the central shelves that have white items, and there is nothing to find, and no traps...until you release the uniform. In the other room with the sign on the back wall, the middle shelf has a suitcase that contains a trap, and UP is the only safe direction. The shelf at the left with boots and stuff, has a uniform with a trap in the UP direction.

PANTRY
Walk all the way around the Specimen Rooms, and there are two rooms at the west
of the southern hallway. The second one is your first destination. This room is
another bug-infested area, but if you use the EYE on the back wall, you will
find out that it is cracked. Move the CROWBAR to the wall, and make a hole.
Now, use the EYE again on another part of the wall, and you will find more
cracks. Use the CROWBAR again to make another hole. Leave the room and enter
next door. After doing what you have to do in the kitchen, return here and pick
up the [TOWEL] from the left corner of the room, and [SHOVEL] from the
collection of stuff in front of the right shelves. This is seriously useful.
Now you can clear all those blocked hallways.

KITCHEN
There will be two holes in the right wall, and now you can build your trap to
kill the bugs, permanently! The sink contains a trap, and so does the right
countertop. Use the EYE on the bottles, and you will find compressed gas. Move
the HOSE to the gas tank, and you will attach it. Use the HAND on the gas tank
and turn the control anti-clockwise, (the green arrow direction), and the next
room fills with gas. The coup de grace in this death trap for bugs, is to move
the FLARE to the other hole in the wall. Don't rush next door just yet...turn
off the gas first!

B1F CENTER SAVE LOCATION

After obtaining the SHOVEL, walk north to the central hallway, and take the
first turn to the west where you will find an ACTION POINT. Time to dig! Simply
move the SHOVEL to the RUBBLE (A) and then walk along the cleared hallway. Turn
south and you will find a set of stairs. Go down to B2F

| B2F
|---
--

CHURCH SAVE LOCATION

When you reach the bottom of the stairs, there is only one way to go and one
room to find. There are no traps, and nothing to find, but when you use the
HAND on the wooden altar, you will discover that it is flimsy and hollow. Move
the CROWBAR to the altar and smash it, to discover a secret stairway down to
B3F. Use the EYE for a closer view, and then the HAND to descend.

| B3F
|---
--

MAZE SAVE LOCATION

CONFESSIONAL
You will see that you are now to the north of the room that you couldn't access
before, just to the west of the maze. Walk south and enter the door. You will
find a piece of paper and a memory scene. There is a [PIECE OF JOURNAL],
[Maylee's Notebook: February 09, xx50. Confinement.]

Use the EYE on the door at the back of the room, and you will get an idea about
how to break open the door. The left hand door takes you out of the room to the
south hallway, and you will unlock it. To open the door at the back of the
room, move a BULLET to the broken lock and it will be inserted. Then move the
CROWBAR to the bullet, and this breaks open the door. There is a panel with

gears, and if you use the EYE and you will find that a gear is in the wrong
position. Use the PLIERS on the gears, and you will obtain [GEAR]. After this
you will see a scene showing water everywhere.

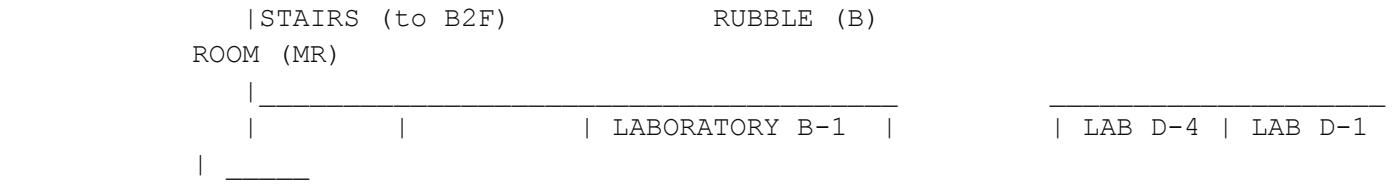
NOTE: The GEAR is an essential item for further progress, but if, like me, you
didn't notice it on the first visit, and had to return for it later on, then
the sequence of events will be a little different, and your towel won't get
wet. I won't explain this in detail, but it just proves that you don't need
everything, or to do things in the correct order, in order to complete the
game.

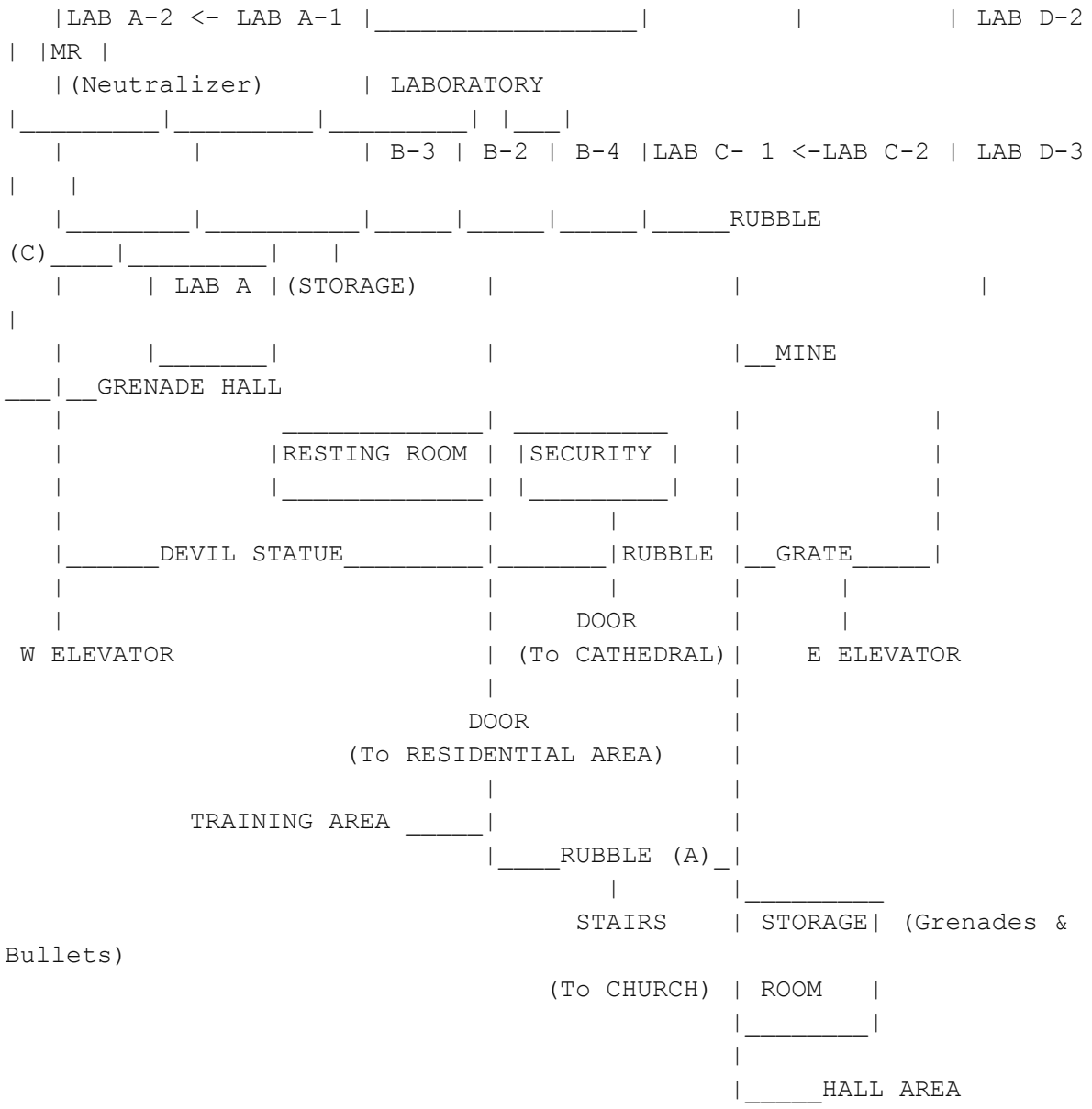
BACKTRACKING
Leave the room, and enter the southern hallway. Follow the watery passage all
the way north towards the cemetery. When you reach the large door, use your
HAND on the switch and this will open the door. At this point your towel will
get wet, and you obtain [WET TOWEL]

Head for the WEST ELEVATOR, and ascend to B1. Exit and walk north to the LAB
area. Go all the way north and then turn east along the top hallway, until you
reach an ACTION POINT. Use the SHOVEL to remove the RUBBLE (B). Proceed along
the hall, until you reach a door at the south. Open this and you are now in a
new area.

B1F SECOND LAB SAVE LOCATION

MAINTENANCE





ALERT!!!
You MUST have some NEUTRALIZER for a later puzzle, so check that you do, and if
not, make sure to get some now.

Turn to the west, and you can now unlock the door that leads back into the
FIRST LAB location. You can also unlock the door in the south wall, that leads
back to central area, and Hall area.

LABORATORY C-2
The first room is locked, but after clearing the RUBBLE (C) in the south

hallway, you can enter the next room. Use the EYE/HAND combination on the desk,
and you will obtain [WIRE]. Use the HAND on the left shelf for a piece of
paper, memory scene, and another [PIECE OF JOURNAL], [Girl's Diary: February
08, xx50. I Want to See Mother.] The right set of shelves contain a trap. The
door at the back of the room leads to the adjoining west room.

LABORATORY C-1
As soon as you enter this room, you will be blinded by a very bright light.
Move the CROSSBOW to target the lamp in the ceiling, and you can smash it with
a BOLT. There is an electronic WINCH, with a hook attached. Hmm...Might be
useful to pull something when the time is right. Use the HAND to pick up the
[HOOK]. Anyway, for now, unlock the door back into the hallway. (The shelves
contain a trap.) The door at the west end of the hallway is locked, so that's
the end of this stage of exploration. Return to the door that leads to the hole
in the floor.

HOLE IN THE FLOOR - SEARCH POINT
There is an iron grate at the far side of some needles in the floor. You did it
before and and you can do it again, only this time, you need to pull the grate
down over the hole. COMBINE the BOLT, ROPE and HOOK to make a [GRAPPLING
CROSSBOW]. Use the CROSSBOW on the grate to fire the "BOLT WITH HOOK AND ROPE".
Your task is to move back and pull down the grate, but, as the pendant will
tell you, you are not strong enough.

Leave the area (the rope is still attached) and walk back through the doors and
into the room with the winch. Use the EYE for a close-up view and then move the
CROSSBOW to the winch and you will see the option to "WIND THE ROPE". Although
the view moves away from the winch, you can use the HAND on it, and flip the

switch. The winch will turn and pull the grate down. Return to the hallway, and
walk over the grate to the newly accessible area.

EAST ELEVATOR
Make your way around a couple of corners, and past a locked door, to find the
Elevator. Use the EYE on the switch and you will see that some wires have been
cut. Move the WIRE to the open switch, and you will miraculously reconnect the
wires. Use the HAND on the switch and you have access to all floors. (By the
way, although you don't need to use the elevator now, if by any chance you
press B1F while at B1F you will find a trap.)

GRENADE HALL
Continue walking east and you will find a hallway blocked with many boulders.
The only way past these, is to use GRENADES, and keep blowing them up, one by
one. You can restock your supply from the Storage Room that is found when you
enter the Hall Area, due south from the Labs. Unfortunately you can only take
two at a time. If you can't be bothered doing this, you could wait until the
next disc, when you will find an 'item' that avoids the need for grenades. But
it does mean more backtracking, so you might as well finish with this area now.
You will need 2 + 2 + 1. (There is another boulder, but it's not in the way,
and doesn't conceal anything useful.)

MAINTENANCE ROOM
Use the EYE on the right wall, and you will find a calendar for MARCH with the
date 19 circled in red. Use the EYE again and you will find out that the name
[FRASIER] is written under the mark. The date 03.19, is significant. The
calendar is trapped and cannot be removed from and wall, and the area at the
back of the room is also a trap. Search the middle of the floor and there is an
[ELIXIR].

LABORATORY C-1
First of all turn left and open the door back to the LABORATORY C area.

LABORATORY D-4
(You don't have to bother with this room, but it gives the instructions for
LABORATORY D-2.)

Walk around to the lab at the northwest of this area, and the door is unlocked.
Use the EYE on the books in the foreground, and you will read one of them.

"HEAT ENDURANCE EXPERIMENT ROOM CONTROL PANEL WARNING #1."
The lever of the right side of the panel adjusts the fire's intensity; do not
use it without permission. In an emergency, there is a manual shut-off mechanism, lifting the level will extinguish the fire.

You can use the HAND on the locked at the right, and it will open to reveal
more papers.

"HEAT ENDURANCE EXPERIMENT ROOM. CONTROL PANEL WARNING #2. "
Do not touch the square cap on top of the panel. The switch under the cap turns
the sprinklers on. Make sure not to turn it on during an experiment if an
accident occurs during an experiment, activate the sprinklers to put the fire
out quickly.

LABORATORY D-1
Enter this room from the north hallway. There is nothing to find, and plenty of
traps, so just enter the adjoining room.

LABORATORY D-2
As soon as you enter, you will hear flames, and see them in the next room. Use
the EYE to observe a trap on the desk, and wires at the back of the room. Move
the PLIERS or KNIFE to cut the wires. Use the EYE for a close up view of a
control panel. Use the HAND on the lever and push it UP. (DOWN is a trap.) This

puts out the fire in the next room. Not done yet, though! Use the EYE on the
meter at the top of the control panel for more information, and then use the
HAND to open the cover. This turns on a sprinkler in the next room. Enter the
room (it's the right one), and your towel will burn up, whether it's wet or
not.

LABORATORY D-3
There is a trap in the stuff in front of you, but use the EYE to look at the
box to the left of the room, and you will see a close up of a [SAFE]. Although
you cannot pick this up, it is an important item. Use the EYE again for some
red messages.

"DON'T TOUCH THE BLOOD. (Red)
 IT STARTS WITH WATER... (Blue)
 AT THE END, YOU PASS THE FOREST..." (Green)

Note the colours at the right of the safe. So... use the HAND on the coloured
switches in the correct order. You need to be fairly precise in targetting the
correct colour.

1. BLUE
2. YELLOW
3. GREEN

This opens the safe. Use the HAND to pick up the [SUN PAPER]. Use the HAND
again inside the safe, and you will find an [ELIXIR]. You can leave this room
directly into the hallway when you unlock the door.

1F CATHEDRAL SAVE LOCATION

When you have explored all the rooms in this area, walk back to the Cathedral,
via the Cross Key Door. Go all the way to the north and back to the
PIPE ORGAN.

PIPE ORGAN

When you reach the PIPE ORGAN, use the EYE to zoom in, and then move the GEAR
to the hole at the left. Then move the SUN PAPER to the slot, and this will
prompt a scene. You will find a piece of paper, and a [JOURNAL PIECE]. [Girl's
Diary: December 24, xx37. The Promise with Mother.] There will be memory scene,
after which you are prompted to save your game, and this leads to STAGE 4.

==========
F O U R T H S T A G E - M O T H E R
..... DE04
==========

The threads of the narrative begin to come together in this stage, and it's
another long one. I've divided it in two: the first half takes place in the
Cathedral area, and the second part starts in the Hall area of B1F.

F O U R T H S T A G E - A. C A T H E D R A L
..... DE04A

| 1F
|-----

1F CENTER ROOM SAVE LOCATION

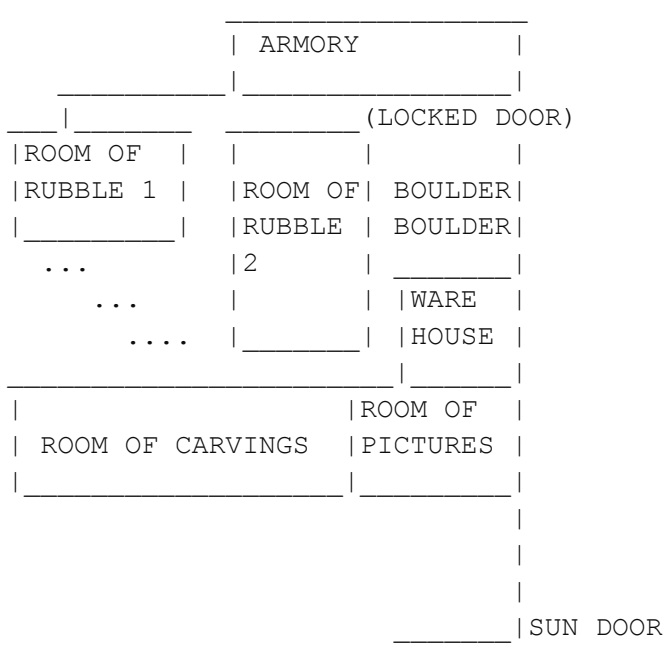
SUN DOOR
You start this stage still at the Pipe Organ, and you will see a blue spot to
show that the SUN DOOR, at the west of the cathedral, is now open. Walk back
down the east side of the building and use the HAND on the door to open it.

Walk through to this new area.

1F ROCKY AREA SAVE LOCATION

From the Sun Door, walk north and you will find an unlocked wooden door that
leads to a large new area. The rocky location is blocked with lots of rocks,
and, unless you want to keep returning to the Storage place for more Grenades,
it's not worth searching here just yet.

1F RUBBLE SAVE LOCATION



ROOM OF PICTURES
Walk north and then east a couple of steps. Enter the door into a dark room.
There is a visible switch to the right of the door. Use the HAND to switch on
the lights. There are no traps in the room and you can use the HAND to find a
book on the shelves at the right. There is a memory scene and [PIECE OF JOURNAL]. [Girl's Diary: June 27, xx45. The Team of Doctors.] After this, leave
the room and enter the adjacent room: the door is at the back left.

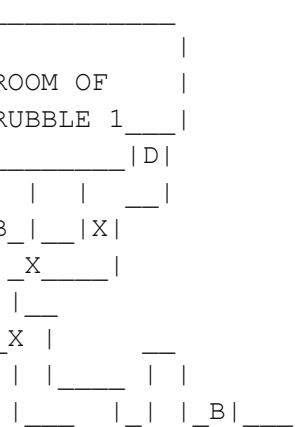
WAREHOUSE
Use the HAND to find an [ELIXIR] inside the back left bookshelf. There is a
[2x4] in the collection of things at the bottom left of the room. The higher
side of the left wall is trapped. Use the HAND on the right hand shelves to
find a [CROSSBOW BOLT]. You can HOLD the large box to the right, and push RIGHT
or LEFT to find another [ELIXIR]. You can restock on both 2x4s and ELIXIRS
here. Leave the room and return to the hallway through the Picture Room.

ROOM OF CARVINGS
There is nothing here except broken statues

ROOM OF RUBBLE 2
There appears to be something in the left lot of rubble, but it's a trap. You
cannot get to it with a 2x4, so use the HAND to HOLD the rubble. Up or down is
a trap, but if you move the rubble either LEFT or RIGHT you will release
another memory, and [PIECE OF JOURNAL] [Maylee's Journal: April 16, xx51. Death
of the Priest.]

ROUTE THROUGH RUBBLE
The hallway is blocked in many directions with rubble. You must use the SHOVEL
on each lot, to find your path through.

B - Boulder
D - Door
X - Rubble



|__X_____ < Enter

ROOM OF RUBBLE 1
Once you reach the room beyond the rubble, use the EYE on the rubble at the
back right of the room. You will discover that there is something there, and
it's not a trap. HOLD with the HAND, and push to the LEFT or RIGHT, and you
will find the [OLD HAMMER]. Up and down are trapped, and although the rest of
the stuff in the room isn't trapped, you won't be permitted to touch it. If you
leave by the right door, you are in the north rubble area. You cannot
progress much after this, unless you are prepared to take a small risk, but I
think it's worth it. If you don't, then leave this for now and return through
the Rubble area.

ARMORY - NORTH RUBBLE AREA
There is a SEARCH POINT on the rock directly ahead of you. Move the HAMMER to
the rock and choose to smash it. Walk to the east, and through the door into
the Armory. You will find a SENSOR MINE on the floor. This effectively blocks
further exploration, for now, unless you don't object to some minor injury, and
want to save yourself an extra backtracking trip.

Make sure the LIFE bar is over half full, and move a 2x4 to the mine. It will
disintegrate, but you won't, and you can proceed. (The CURTAIN will catch fire,
if you still have it.) Use the HAND on the box at the near right of the screen,
and you will pick up [PROXIMITY MINE]. There are no more traps in the room, but
there is nothing else to find. Leave the room by the LEFT door, which is the
one at the top of the room. You will unlock this, and can return down the side
hallway.

SIDE HALL
There are four boulders in this hall, though you only need to break two of them

with the HAMMER. There is also a SEARCH POINT on the northern bench, but there
is a trap under it and nothing else to find.

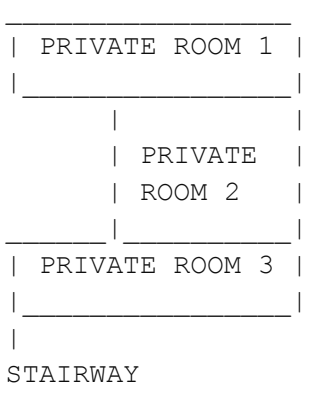
1F ROCKY AREA SAVE LOCATION

Now you've found the HAMMER, you can smash your way through this room. If you
walk south from the wooden door, there is a SEARCH POINT on a bench. Use the
HAND on the right side of the bench and you will find an [ELIXIR].

Look more closely at the map, and you will see that there are two sets of
stairs at the west of this area. You only need to break two boulders if you
walk along the row second from the bottom of the room. This leads to the SOUTH
STAIRS. There is an [ELIXIR] on the stairs, although they are blocked. Now,
break the boulder that blocks the NORTH STAIRS, and climb up to the next floor.

| 2F
|---

2F PRIVATE ROOM SAVE LOCATION



You arrive at the northwestern corner of the map. Walk south and enter the

first door, if you like. Break the boulder and continue walking south. Ignore
the next set of double doors, and enter the single wooden door that leads to
the southmost room.

PRIVATE ROOM 1
There is no need to enter this room, as there is nothing to find. If you do,
the first bed is trapped.

PRIVATE ROOM 3
There are two corpses in here, and DON'T touch the one on the bed. There is
another one that is leaning against the wall, at the foot of the bed with the
body. This is your target body. Use the HAND on this corpse, and you will be
able to HOLD it. Up isn't trapped, but has no effect. Down is trapped. Drag it
LEFT or RIGHT and you will obtain [MILITARY GLOVES].

PRIVATE ROOM 2
Don't touch these doors. If you use the EYE you will have a bad feeling about
them: in fact they are electrified. Move the MILITARY GLOVES to the door, and
you will open the door with the gloves on. Inside, the desk is shielded with
string, so use the KNIFE or PLIERS to cut it. You can check the bookshelves
with the HAND after this, as there are no traps, but there is nothing to find
just yet. Use the EYE on the desk to get closer, and then use the HAND on the
body. There is a memory scene, and after this, leave the body. Now, use the
HAND on the shelves at the back of the room and you will find [MOON PAPER].
Leave the room, and return down the stairs at the northwestern corner. (There
are stairs to the south, but these are blocked.)

| 1F
|---

1F CATHEDRAL SAVE LOCATION

PIPE ORGAN
Retrace your steps through the Rocky Area, and back through the Sun Door.
Re-enter the main Cathedral and walk north, back to the Pipe Organ. Use the EYE
to get close, and then move the MOON PAPER to the slot in the Organ. There will
be a memory scene, after which another door has opened. This time the blue spot
is at the east of the entrance. Walk back here, and open the MOON DOOR using
the HAND, and then follow the hallway south to open another door.

CENTRAL MANAGEMENT ROOM (CM ROOM)
Use the EYE on the middle collection of rubble and you will see a red message.
"THE CODE IS THE BIRTHDAY OF THE PERSON IN CHARGE - [FRASIER]." If you remember, this was the name linked to the date on the wall of the Maintenance
Room. The date was MARCH 19th.

Now, if you missed entering that room, you might be confused at this point. The
Maintenance Room is found on B1 and at the end of a corridor that was blocked
with boulders. (It's north east from the East Elevator if you want to return
there.) You had to use Grenades to blow up the boulders and might not have
bothered. Of course you can use the Hammer on them now, if you want to go back.

Otherwise, just input the code as described in the next paragraph.

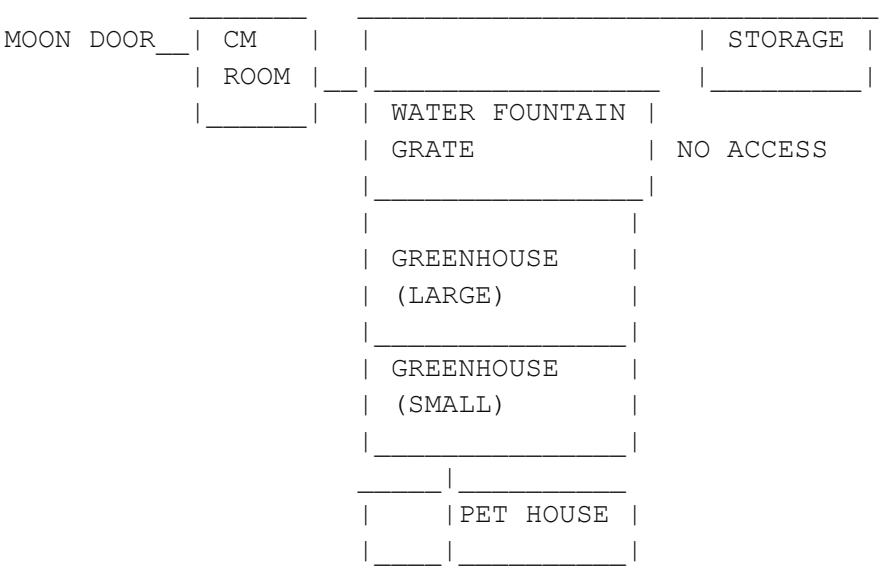
Use the EYE on the left door and there is a device for inputting a code. Use
the HAND or directional buttons to select each number in turn, and finally
confirm with "OK".

CODE: [0] [3] [1] [9].

Open the door, and then walk along the short corridor and open a second door,

into the garden courtyard.

1F CONSERVATORY SAVE LOCATION



COURTYARD GREENHOUSE (LARGE)
From the entrance door, walk south and then east, and you will find a door into
a large greenhouse. Take a look around with the EYE, and you will find that the
glass at the back of the area is brittle. Move the CROWBAR to this, and it
will shatter. Use the HAND to enter the back room

COURTYARD GREENHOUSE (SMALL)
The first thing you'll notice is all the wires. Use the EYE and you will find
out more. Use the KNIFE or PLIERS to cut the wires on both areas. Use the HAND
on the left lot of dead flowers to obtain an [ELIXIR], and the right corpse has
a [GUN]. There are no traps after you cut the wires. Leave this room and then
leave the main greenhouse as well. You will be facing the shed, so walk down
the path towards it.

COURTYARD STORAGE

There is a small gap in the door frame, but you cannot open the door as it is.
You have a choice here. You can move a BULLET to the lock and insert it. Then,
hit it with CROWBAR or HAMMER. Alternatively, just fire the GUN.

Once inside, use the KNIFE or PLIERS to cut the wires in front of the left set
of shelves. The shelves at the bottom right, which appear to be wooden planks.
are in fact a trap. Use the HAND on the shelves that were behind the wires to
pick up [FLASHLIGHT], and on the ones next to them to obtain [BLANKET}. Repeat
this twice, so you end up with three lots of Blankets. There is an [ELIXIR]
inside the box in front of the left shelves. Leave here, and walk forwards past
a few trees to find a door in the south wall. This leads to the fountain,
if you want to take a quick look now.

PET HOUSE
Walk down the western side of the glasshouse and approach the door in the
middle of the south wall. You will find that there is a mine blocking the door.
If you look at it with the EYE, you will get a hint about how to proceed. Move
a BLANKET to the mine, and this will set off an explosion, but you are
protected from the blast. Use the HAND to open the door, and walk the few steps
to the door into the BARN. This will open when you action the door.

You will find a piece of paper as soon as you enter, and another memory scene.
This is another [PIECE OF JOURNAL]: [Girl's Diary: August 08, xx40. Working at
the Barn.]

Use the HAND on the first hay stall, to get a HOLD. Up is a trap, but DOWN will
reveal an [ELIXIR]. The middle hay stall contains a trap, so avoid that. The
furthest one has a plaque with "Emmy" written on it. Use the HAND again to grab
HOLD, and again, Up is a trap. LEFT will get you [GIRL PAPER], and the [GRATE
KEY]. Leave the Pet House and walk north, and then enter one of the doors to

the Fountain.

DETOUR!
If you didn't sacrifice a little blood to obtain the PROXIMITY MINE, then you will have to backtrack all the way through the Rubble Area and north to the ARMORY. Use a BLANKET on the mine in front of the door, and then pick up the mine from the box at the right of the room. You can return by a faster route, if you unlock the door and use the HAMMER on a couple of boulders in the eastern hallway.

COURTYARD WATER FOUNTAIN
Depending on where you start from, the Fountain is easy to find, since there are three doors leading to this area. Put your HAND on the fountain and there will be a memory scene, and you will find another [PIECE OF JOURNAL]. [Girl's Diary: October 30, xx43. Letter.] You cannot access the grate here until you have the GRATE KEY, and you won't get very far unless you also have the FLASHLIGHT, and the PROXIMITY MINE. You also need some NEUTRALIZER, which you should possess already, but just in case you don't, this is made in the LABORATORY A-2, on B1F. You'll have to find your own way back there, but don't go down into the Waterway without it.

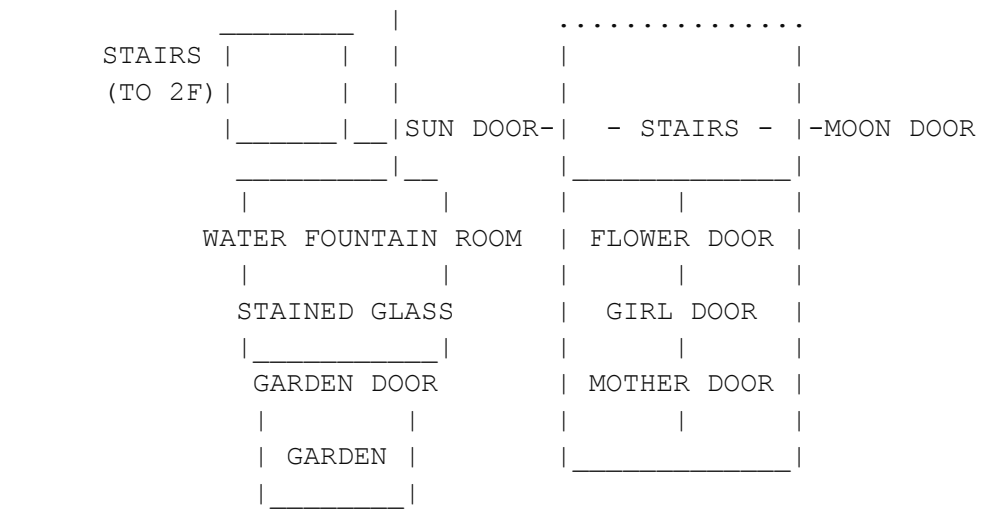
B1F CHANNEL SAVE LOCATION

WATERWAY
Move the GRATE KEY to the GRATE and you will open it. You then have the option to go down the ladder into the waterway. Move the FLASHLIGHT to the darkness in the tunnel, and you will be able to use it, and move on. A map of the passage is shown on the top screen, so simply follow the single path until you stop at an ACTION POINT. The path is blocked by noisy bugs. If you try to use a Grenade

against them, it will simply drop into the water and fail to do anything
useful. This is why you need a mine. (If you use the HAND, you can touch them,
but you will be hurt. Best avoided.)

Move the PROXIMITY MINE to the bugs, and you will have the option to "set" it.
Yes please! After that, back off, literally retreating around the first corner.
(You need to turn around to face the opposite direction, or you will run into
the swarm again.) As soon as you turn the corner the mine will explode. Turn
back and continue to the end of the tunnel. Climb the stairs and you emerge in
a room in the southwestern part of the Cathedral.

1F ROCKY AREA SAVE LOCATION



WATER FOUNTAIN ROOM
Not as nice a place as the location name suggests. You need to get rid of the
purple liquid first, and don't be tempted to touch it. Move the NEUTRALIZER to
the room and you can spray it. (You will drop the flask and lose the Military
Boots, whether or not you are wearing them.) Use the EYE on the top of the
fountain and you will discover that there is something there. It's held in

place by a boulder. You need to throw something at it, and so that means using
the CROSSBOW. (You need a BOLT, but you should have plenty, and you can also
use the GUN if you have a BULLET.) You will obtain [GARDEN KEY]. Open the door
and leave the room.

STAINED GLASS
There is a an ACTION POINT directly in front, when you enter this area.
Activate it, and you will see a close up of a Stained Glass floor. Light is
shining on it from a window in the ceiling, and this is the window that cast
the reflection on the floor below. There is a key in the centre of the glass,
and only one way to get it. Use the HAMMER or CROWBAR to smash the glass. You
will have to return to the room below to retrieve the key, but there are more
things to do here before that.

Walk to the northeast of the area and use a BLANKET to cover the mines. You can
now unlock the door that leads back to the corridor to the Sun Door.

GARDEN (DOOR)
Walk to the south of the Stained Glass room and use the GARDEN KEY on the door.
Use the HAND to open the door.

GARDEN
You start with the door at your right, and you'll notice that you can scroll to
see different parts of the Garden. Scroll to the right and there is a stone in
the middle of some red flowers. Touch the red flowers with the HAND to prompt a
memory scene, after which you will obtain [RED FLOWER]. (Don't touch the trees
behind the flowers, as they contain a trap.) Scroll right again, and there is a
view of flower beds (trapped) and a stone arbour. Scroll right once again for a
close up view of the statue. There are no traps in this area. That's it for
now, and you decide that you must take the flower to Mother. (The pendant makes

this clear, if you are in any doubt.)

PRIVATE ROOM 2 2F (REVISIT with RED FLOWER)
Return to the hallway, and through the door at the northeast of the Stained
Glass room. Walk west and through the rocky room to the stairs at the northwest
corner. Climb up, and return to to the middle room where you found the body of
Mother.

Use the EYE to get close to the body, and then move the RED FLOWER to the body.
You will find a piece of paper and another memory scene. There is a [PIECE OF
JOURNAL] [Girl's Diary: December 17, xx40. Mother's Hand.] After this, you will
be prompted to return to the Garden.

GARDEN
Retrace your steps, back down the stairs, and south into the large room with
the broken glass. Carry on back through the door into the garden. Scroll right,
and use the EYE or HAND on the small monument surrounded with the red flowers.
You decide to dig. Move the SHOVEL to the stone, and you will find a note and a
key.

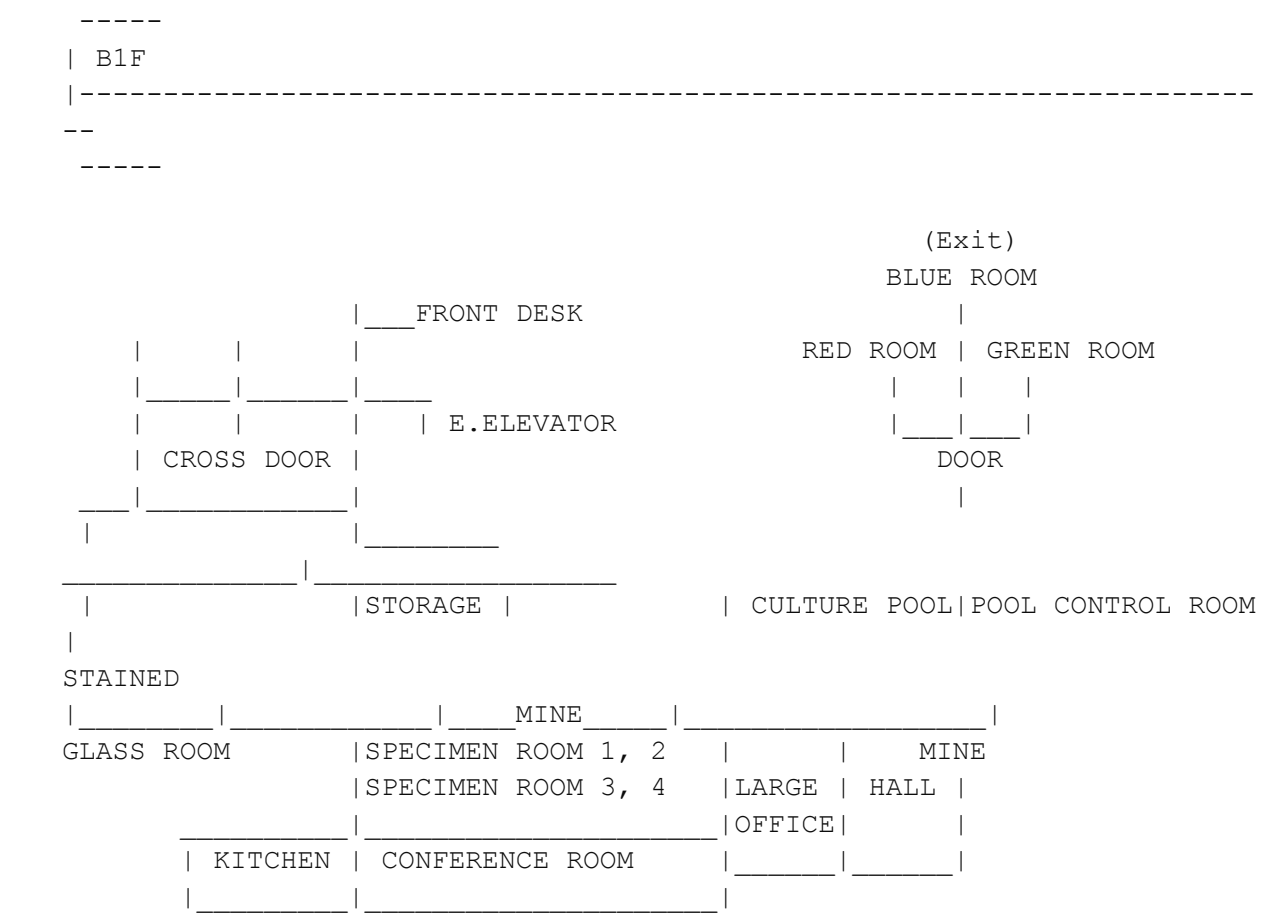
"All the different flowers. The yellow flower is me. The blue flower is the
priest. The green flower, Sacha. and. All the red flowers are Mommy. I hope a
bunch of pretty flowers bloom. " You obtain [FLOWER PAPER], and [MYSTERIOUS KEY
(R)]

FLOWER DOOR
You can return to the PIPE ORGAN and use the two new papers on the slot:
FLOWER PAPER opens another door, and so does LITTLE GIRL PAPER. Although these
open doors do not appear on the map, they are both due south of the central
stairs. You can leave these until later if you like, as there is a third door

that still must be opened. (But if you think you might panic opening three
doors at once, then open these two now.)

B. F O U R T H S T A G E - H A L L DE04B

At this point in the game, there is nothing much more to be done in the Cathedral area, but there are still doors to be opened and mines to be detonated on the other floors.



STAINED GLASS ROOM (B1F) GETTING THE KEY
Time to find that key that dropped with shattered glass. Return to the area
between the Sun Door and the Moon Door and descend the stairs to B1F. You exit
at the "Cross Door". You will see a blue spot shining on the room at the

southwestern corner of the map. Follow the hallway south and turn west into the
TRAINING area where there was a Toxic Hallway. Because you cleaned up the
fountain, the hallway is now clear. Enter the largest room, where you will find
broken glass on the floor. Use the EYE to get closer, and then move the
MILITARY GLOVE to the key to pick it up. (Obviously, the glass will cut you if
you just use your hand.) You will find [SPEAR KEY : RED], but lose the gloves.

FRONT DESK (RECEPTION)
From the Cathedral Stairs, walk east and then north towards the eastern labs.
Just before the door, turn east and you will find some mines on the floor. Move
a BLANKET to cover the blast. Use the EYE on the device at the left of the
door, and it requires a card. Move the CARD KEY to the box and this will unlock
the door. Use the HAND to open the door and once inside, use the EYE on the
desk to find a key hiding beneath the papers. Use the HAND and you will pick up
[POOL CONTROL ROOM KEY]. You can pick up another [BLANKET] or two from the pile
at the back of the room. There is a trap in the lighted area of the back wall.
Leave the room, and return to the hallway that leads south.

B1F HALL SAVE LOCATION

POOL CONTROL ROOM
Walk east, past the Storage Room where you can restock on Bullets or Grenades,
and you will find a SEARCH POINT and mines blocking the hall. Move a BLANKET to
set off the mine. Continue along the hallway until you reach the corner, where
you can enter the door in the north wall. You will find two doors, facing each
other. Move the POOL CONTROL ROOM KEY to the east door, and then use the HAND
to open it. Use the EYE on the back wall to find a note with these
instructions: "There is a poisonous gas coming from the pool. Make sure to

lower the lever to ventilate."

Use the HAND on this panel, and you can grab HOLD. Pull the level DOWN. It is
essential that you complete this step, as the Gas Mask is not sufficient to
protect you from the gas, without this additional ventilation.

There is another note on the left panel: "Do not use firearms near the pool. Always use a gas mask." No chance for a swim, then. Use the EYE on the
desk for another message: "Follow the 3 commandments." Got that? No guns, equip
the Gas Mask, and lower the lever. Finally, use the HAND to pick up an invisible [POOL KEY] from the middle of the desk. Leave the room and check the
opposite door.

CULTURE POOL
Equip the GAS MASK, and then use the POOL KEY with the door. Open the door with
your HAND, and as expected, there are no water slides or diving boards, just
purple poisonous stuff. If you use the EYE at the back of the room, you will
find a body lying to the right of the large tank. Use the HAND on the body and
you will obtain [MAIN CONFERENCE ROOM KEY]. Leave this room, and return through
the door to the south, and then head west and south to find the door to the
Conference Room. You can also walk due south, and use another BLANKET to get
rid of the mine in the hallway.

NOTE
After the visit to the Culture Pool, gas will fill the hallways, and the rest
of this exploration takes place in purple gas. If you don't like this, then
leave the Pool Room until last. You can in fact finish up placing the keys in
two of the rooms, before entering the Pool Room.

MAIN CONFERENCE ROOM
At the door, move the MAIN CONF. ROOM KEY to the lock and this will unlock the
door. Use the HAND to open the door. It's dark inside and there is no switch,

so you have to use the FLASHLIGHT. You may find it doesn't work at first,,
since you must move it to a precise spot to get it to light. Left of the room
and over the lower part of the table seems to activate it.

Use the EYE on the table and the paper has the message "HEAD FOR THE OCEAN'.
Pretty obvious. There are four pictures on the walls. The first one of the left
wall is of a black ball enveloped in flames, the second is of a mountain. The
one at the right of the room is of a whirlpool, and the one in the right back
corner is....of an ocean. Use your HAND on the picture and you will pull out
the [MYSTERIOUS KEY (L)]. Leave the room and turn around the corner heading
north, to find the double doors into the only room still locked.

LARGE OFFICE
These doors have bats on them and you have two keys, labelled (R) and (L).
Guess which one goes where? In fact if you try to put the key in the wrong lock
it won't turn and you will keep the key. You really cannot mess this up! Use
MYSTERIOUS KEY R in the right lock, and MYSTERIOUS KEY L in the left one. Use
the HAND or command, to open the door.

You can read the papers on the left and middle desk for information, but the
real interest lies in the desk at the back of the room. There is a key here,
and you must use the HAND to pick up [SPEAR KEY, GREEN]. There are no traps in
this room and the key is easy enough to locate. Leave the room and walk north
and east, and back to the hallway next to the POOL ROOMS.

BROKEN DOOR
At the north end of the hallway, the door is broken, but it has a crack in it.
Move the CROWBAR to the door to prise the gap open. The door still won't open,
but you can use the EYE for a close up of a yellow device on the wall on the
other side of the door. Hmm...what do you do with things at a distance?

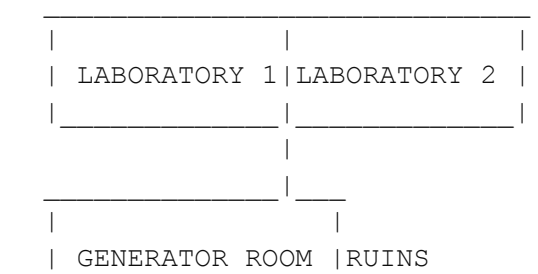
CROSSBOW of course. Target the device and this will result in the door opening.
You now have access to three rooms. Investigate the two side rooms first,
though the order does not matter, but you might as well leave the Blue Room
last.

STORAGE ROOM (RED)
There is nothing useful in here, so don't bother searching. Use the EYE on the
small stone at the left of the room opposite the door. (If you target the
painting behind it, you won't get a close up of the pedestal.) Move the RED
SPEAR KEY to this pedestal.

STORAGE ROOM (GREEN)
Again, you must use the EYE on the stone, and this time it's at the right of
the room, and opposite the door. Move the GREEN SPEAR EYE to the pedestal to
insert it.

STORAGE ROOM (BLUE)
The stone is opposite the door again, and this time on the left wall. Use the
EYE to zoom in, and then move the BLUE SPEAR KEY into the pedestal. There
will be a sound of a wall moving, and the you will be informed that there is
now a door. The picture of the ocean has gone, and you can now open this door.
You are in a stone lined passage. Head west and climb the stairs.

1F GENERATOR SAVE LOCATION



RUINS
Walk north, along the corridor and then west. Turn north again at the junction,
and enter the room at the west.

LABORATORY 1
Use the EYE on the white board to the left of the door, and again for some
information. You will find a red message saying: "ERASE THE EXISTENCE OF EMILE
THERESIA." You will find a piece of paper that is a [PIECE OF JOURNAL]
[Maylee's Notebook: June 01, xx51. New Vaccine Theresia.] There is a memory
scene. You can find a couple of boxes on the floor that you can HOLD, but there
is nothing to find, and the up and down directions contain traps.

LABORATORY 2
Now, head for the adjoining room. Use the EYE on the whiteboard on the right
wall, and you will find the words "FACILITY DESTRUCTION STRATEGY" written in
red lettering. You will find a note and [PIECE OF JOURNAL]. [Maylee's Notebook:
May 11, xx51. Emile and Leanne.] There is a memory scene, after which you are
free to move.

GENERATOR ROOM
The first time you enter, there is a scene that might make you think you're
going to die...but you're fine. You cannot proceed in here until you have
explored the other two rooms. After that, put your HAND on the stairs and you
can go up. There is nothing to find inside the room.

CHIMNEY SAVE LOCATION

CHIMNEY STAIRS 2F - 6F

Keep climbing the stairs. There is nothing to find, and no room to enter. Just
a square passage on each floor, and a STAIR icon at the end of each floor. When
you reach 6F things change a bit.

DEVICE
There is an ACTION POINT and a machine of sorts at the right of the hallway.
Use the EYE on the green item attached to the front of the box like machine.
Use the HAND on this, and it you will find a note listing the other locations
of explosives, and that they are all on B2F, after descending the ladder. You
will obtain [PLASTIC EXPLOSIVE], and wonder just which ladder that might be!

When you pick up the explosive, the door at the end of the hall will unlock
itself. Use the HAND to open the door, and you will find a piece of paper. Yep,
it's another [PIECE OF JOURNAL]. [Girl's Diary: November 03, xx52. My Memory.]
After the memory scene, you are on a ledge outside the Chimney, and decide that
you must see Mother once again. Put your HAND on the ladder and you will
descend to B1F. Look on the map and you will find that the square chimney is
just to the east of the E Elevator.

POWER PLANT CONTROLLING DEVICE
Go down another floor to B2F, and walk along the corridor to the east. It's a
dead end but you will find an ACTION POINT, and another device with a corpse in
front of it. Use the EYE on the corpse and you might think that if you touch
it, you will be blown up. I spent a while dithering about what to do here, but
in fact, it's simple. Use the HAND on the body and you will obtain [PLASTIC
EXPLOSIVE]. You will have 6 of these items in total. That's all you need to do,
so return to the ladder and climb up using the HAND on the ladder, to B1F.

Turn around and there is an ACTION POINT. Use the HAMMER on the boulder, and
then exit through the door, and you are back in familiar territory, near to the
E Elevator. The hallways are a pale purple and you won't be allowed to remove
your gas mask in this area, although you can take it off when you reach the
Cathedral.

RETURN VISIT TO MOTHER
Turn to the west and walk back to the double doors that lead to the Cathedral. (These are the grey ones in the middle of the map.) Walk west and
through the SUN DOOR, and then continue along the hallway to the western
stairs. Climb these to B2F, and back to PRIVATE ROOM 2. Use the EYE to get
closer, and then the HAND.

After the memory scene, you will find a piece of paper:[MOTHER PAPER]. (If your
immediate reaction is to wonder how on earth Mother managed to hide this until
now, there is an explanation, but I won't spoil it.)

RETURN TO THE PIPE ORGAN
This is the POINT OF NO RETURN in case there is anything else you want to do.
Walk back down the stairs to 1F and back through the SUN DOOR and into the
Cathedral. When you reach the Pipe Organ, use the EYE to get closer and then
move the MOTHER AND CHILD PAPER to the slot. I don't know why it changed names.

You will find something written on the back of the paper, in Mother's writing;
the final [PIECE OF JOURNAL] [March 23, xx34. Blood Pledge]. After another
memory scene, there will be an event, and...

Time to make a run for it! You will drop the Pendant and must make your way
back to through the FLOWER DOOR. This is easy enough, since you will regain
control to find yourself at the MOON DOOR side of the central stairs, and

facing south. Walk a few steps south, and then follow the only open path west.
When you reach the large broken doorway to the south, go through, and you should arrive at the FLOWER DOOR. Open this, and continue through the GIRL DOOR. The last door is the MOTHER DOOR, which is also unlocked. (This is the point where you might be tempted to panic, as you may think that you need to be quick, before you are engulfed by flames. In fact, you can take as much time as you need.)

FINAL DOOR
This last door is shut. Use the HAND on the door to discover that it has an iron bar that is welded to the door. There is no way to open this...what to do?
You have no pendant left to help, but although you said you dropped everything else, in fact, you didn't. Just as well, because you still need a few things!
You can experiment with grenades and guns, but these won't have any effect on the door. Move your collection of PLASTIC EXPLOSIVE to the door. If you don't have any HAND GRENADES left, you will find one after setting the explosives.
However, don't be tempted to use a grenade now, since you won't have the usual option to leave the area, and will be blown to smithereens, thus ending the game before you escape.

Instead, leave the door, and retreat a couple of steps and you will have the option to hide behind a pillar. (This option ONLY appears after you have set the explosives.) If you have a bullet, then you can fire the GUN at the door, alternatively you can throw a GRENADE. Move either to the door to see the options on screen. After this, there are no more choices and the door back to the Cathedral can no longer be opened. There is one choice: ESCAPE!

...Walk into the light. Corny maybe, but good for all that. And now you can play Dear Martel.

==

T H E R E S I A : D E A R M A R T E L

==

The option to play this story becomes available after beating Dear Emile, and
you can select it from the game menu. Choose "NEW GAME", and then "Dear Martel". This new story uses the same controls, except that you no longer have
the Pendant for in-game hints, and instead have access to a Mirror Shard, which
works in exactly the same way.

Rooms that are darker than others, and those with bars or barbed wire on the
door, cannot be entered. They are NEVER accessible.

==
P R O L O G U E
..... DM00
==

| 2F
|---

MB. (MAIN BUILDING) NORTHWEST SAVE LOCATION

Use the EYE on the blue darkness, and then the HAND. You will find a MATCH and
automatically light the candle The word "THERESIA" is written in red on a
wall, and you know that you are an adult male with pale skin, and nothing more
than this. You will find a [MAP] when you leave this room and enter the corridor. Go to the far end of the short passage and you will find a locked

door that has a picture of a human eye. Leave the door, and enter the only
other door that will open.

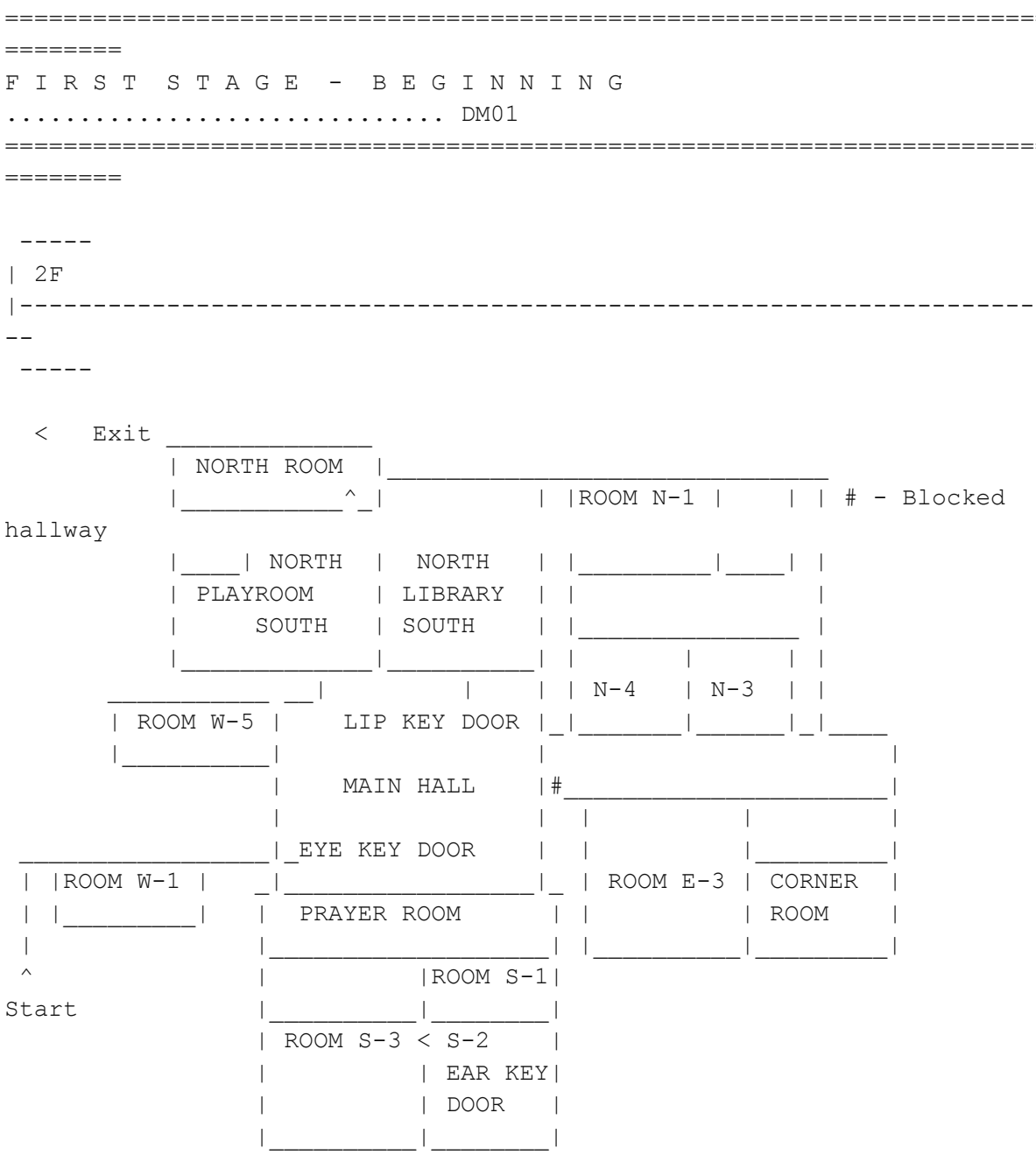
ROOM W-1
A knife will shoot out when you enter the room, but there is nothing to be done
about that. You cannot obtain the knife, which is buried in the floorboards.

Use the EYE to read the message on the wall "COLOUR OF YOUR EYES", and then use
it again on the desk. You will get a close-up of the floor under the desk. Use
the EYE on the chair leg and you will be given some additional information.
After this, use the HAND on the same spot, and you will find a [MIRROR SHARD].
This acts in the same way as the Pendant for Dear Emile. Use it on the BODY
icon, and you will be given clues as to what to do next, or what items to use.
This device will also inform you if there is nothing else to find in that room.

Use the EYE on the bookshelves and target the blue coloured book, for a close-up view. Then use the HAND and you will receive the [EYE KEY]. Now, I
tried this for ages before I could get it to trigger. In fact, I started the
game again because I was having no luck with this at all. On this second
attempt, I checked out the writing on the wall AFTER getting the mirror glass
and immediately found the location, though this might have been a matter of
finding the precise spot. In fact, you have to read the writing on the wall, as
well as obtain the Mirror Shard, in order for new information to appear on the
blue book. This kind of thing happens quite often, so if you are having trouble
with a puzzle, it may mean that you have left out a step in the sequence.

EYE DOOR
When you have found the key, return to the hallway and use the EYE KEY on the
door. As the anonymous man says: it's almost too easy.

==
========
F I R S T S T A G E - B E G I N N I N G
.... DM01
==
========



You are now in a large hallway, with stairs leading down that you cannot
access. You never will, so don't bother about these. Most of the doors cannot
be opened, or lead to places that are inaccessible for now.

ROOM W-5

Turn left from the Eye Door, and left again to find a door into a room with
beds and clothing hanging up. Use the EYE and HAND on the bed for an [ELIXIR].
You will be able to return here later, and you can cut the clothes, but for
now, that is all you can obtain in this room

If you open the door at the top left of the hall and turn left down the hall,
you cannot get any further. You need a light. There is a SEARCH point to
investigate on the north wall of the main hall, and the door to the right has a
picture of LIPS. You need a key for this door. The upper door on the right of
the hall is locked, and the second door to the right leads to a hole in the
floor. You can pick up a piece of wood [2x4] if you use the HAND on the left
side of the floor where there are some sticks. (Make sure to obtain the 2x4 as
you will need it to retrieve another essential item.)

MB (MAIN BUILDING) PRAYER SAVE LOCATION

Of the two doors on the south side of the hall, only the one at the right will
open. Go through here to find a SEARCH POINT. There is a corpse here, and next
to it is a door that cannot be opened. Enter the next door.

ROOM S-1
Use the HAND to take the piece of paper on the floor for a scene, and a [PIECE
OF JOURNAL] entry. [April 25, XX43 - Jean's birthday.] Use the EYE on the back
wall to see the message "YOU FUCKER". Leave the room and continue down the
hall a few steps, to the next door.

ROOM S-2
This is a bathroom. Use the EYE on the chain at the left to get a close up
view, and then the HAND on the left one. You will be able to HOLD the chain, so

pull DOWN when you see the four options to pull the thing. The [LIP KEY] drops
to the floor. The sink is empty and has nothing in it, although there are no
traps. If you use the EYE on the door in this room you will see it has a
human EAR engraved. You will need a key for this door, so for now, return to
the main hall.

MB (MAIN BUILDING) NORTHEAST SAVE LOCATION

LIP KEY DOOR
Use the LIP KEY on the door, which is found at the north-eastern corner of the
hall. Then, use the HAND to open the door. First of all walk right, and enter
this long central room.

LIBRARY - NORTH SIDE
Use the EYE on the blue light at the end of the room and then the HAND on the
left shoe. Pull the shoe to the RIGHT when you have the option, and a [WOODEN
HANDLE] will fall out. (Up and down are traps.) Go back and check the bookshelf
on the right of screen to find an [ELIXIR].

Tap the left scroll icon at the top of the screen to see a new area of the
library. Use the HAND on the desk and there will be a scene, and another PIECE
OF JOURNAL [September 30, Xx43 The Boy That Lost His Right Hand]. Use the
EYE/HAND combination at the top of the left bookshelves, to find another
[ELIXIR]. (Too low on the shelves and there is a trap.) Use the HAND on the
desk drawer and you will find that it lacks a handle, so use the WOODEN HANDLE
you found in the shoe, and you will find a [HAND AX]. That's everything in this
room.

Carry on heading north, up the corridor and ignore the first room for now.

Continue walking along the hallway going south and then west, and past the
first of the two square rooms, which needs something to help open the door.
(The Ax blade is too wide.) Enter the next square shaped room.

ROOM N-4
This room has lots of chairs. Use the HAND on the chair directly ahead of you,
to find an [ELIXIR]. Use the EYE to find a message carved in the back chair.
"THE LIGHTS To THE NORTH ARE OUT". There is a trap in the right chair. Leave
the room.

If you continue walking west, you can unlock the door back into the hallway,
and then return to the corridor. This time, walk all the way east and south,
and circle around the three rooms until you reach the an ACTION POINT at the
door on the western side. This is old and half broken. Use the HANDAX on the
door, and it will disintegrate, leaving you inside the room,

ROOM E-3
Use the EYE on the line of blue at the back of the room and you will find
rubber gloves. The message will say that you cannot reach them without going
through the rubble. Use the 2x4 piece of plank that you picked up earlier, and
you will obtain a [RUBBER GLOVE]. Leave the room and walk back up to the top
left of the two square rooms. (That's the one in the northwest corner.)

ROOM N-1
Use the EYE on the basin and you will discover that there is something there.
Now, select the RUBBER GLOVE and tap the red liquid with it, and you will have
the choice to put on the glove and dip your hand into the basin. The glove
protects your hand, although it is destroyed in the process, and you obtain a
[KNIFE]. Fair exchange.

ROOM N-3
Walk back around the corner to the door with no handle, next to Room N-4, now
that you found something 'long and skinny' for the door. Use the KNIFE on the
door and you will enter the room. Use the EYE or HAND on the bed to see this
message: "IF I WEAR AN IRON MASK, NO ONE WILL SEE ME." Use the EYE on the
corpse, to get in close, and then either the EYE or HAND, to get some
information about the mask it is wearing. Use the AX on the corpse's head to
cut off the mask. (The knife isn't strong enough and you will be injured.) You
get the [IRON MASK].

CORNER ROOM
Return to the south-eastern corner room again. Check the desk for this message:
"HE WEARS A MASK AND LAUGHS LOUDLY, BUT HE'S REALY CRYING." The word "FRIENDS"
is written on the wall. There are four masks on the wall of the room and the
idea is to make a connection between the note and a mask. The left mask has sad
eyes, but the mouth is laughing. Yes! This is the one you want. (If you try the
others, there are traps.) Use the HAND to remove the mask, and take the [LAMP].
Now, there is a trick to this. If you leave without placing something else in
the opening, the door will lock, and you will be stuck in the room, and be
injured as soon as you attempt to leave. If you don't have something to put in
the hole, the only way to get out is to replace the lantern.

Put the IRON MASK in the hole, replacing the wooden mask. Now, leave the room
and return to the main hall. (You have to go back to the north and west, and
remember that there is that impassable hole at the end of one hallway.) From
the main hall, enter the now unlocked door in the northeast corner, and head
for the L-shaped room at the northwest.

PLAYROOM

This is the L-shaped room at the north west. Use the EYE on the stuffed toy at
the back of the room. This is in fact a fox, though looks a little dog-eaten.
Use the HAND on it and there is a hint that it is heavy. Rip out the stomach
with the KNIFE (no blood) and you will find the [EAR KEY]. This will open the
door in the bathroom. All the other toys contain traps.

(By the way, if you scroll to the right you can observe that the back wall is
cracked. Use the HANDAX on this and you will open up a hole. But for now, you
cannot go inside, so you can leave it until later.)

MB (MAIN BUILDING) PRAYER SAVE LOCATION

EAR KEY DOOR
Return to the south-east room in the middle Prayer area, and use the Ear Key on
the door. This leads to the bathroom. Use the EYE on the basin and you will see
this clue: "WHEN SHE SAW IN THE MIRROR, THE RAGE IN EYE SHE DESPAIRED OF HER
UGLINESS AND PUT DOWN THE KNIFE. BUT HER LEFT EYE HAS NOT FORGOTTEN AND HER
RESENTMENT LIVES ON IN IT."

Look at the third door of the stalls (close to the door of the room) for
another clue. "WRACKED WITH ANGER AND JEALOUSY AFTER THEY TOOK HER BELOVED
AWAY, SHE RIPPED OUT HER OWN RIGHT EYE WITH THE EYE IN HER LEFT HAND AND A
KNIFE IN HER RIGHT, SHE VOWED REVENGE."

These are clues will help you solve the puzzle in the Prayer Room. After
reading and comprehension, use the HAND on the door and exit the room into the
Hallway. You can walk up and unlock the door into the main hall, or just enter
the large room to the right.

PRAYER ROOM

There is a statue of a woman facing you, and if you use the EYE you will get a
closer view. Use the EYE again for more information. Her right eye is missing
and there is something in the left hand. If you go directly to take this, there
will be death! (No there won't be, of course, just some arrows to hurt you, but
you cannot get the item.) If you use the Mirror Shard you'll discover that she
is holding a Lighter. In fact, the solution to taking the item, is first to
move the MIRROR SHARD onto the front view of the statue, and you will have the
option to use the 'mirror piece' over the statue's eye. This deactivates the
trap. Then, scroll to the LEFT, which will reveal her "bad" side. Finally, use
the HAND to take the [LIGHTER]. Return to the main hall.

MB. (MAIN BUILDING) NORTHWEST SAVE LOCATION

PLAYROOM AGAIN

Head back to the north west area, and enter the PLAYROOM. You can use the AX on
the wall at the right of this room. Just scroll right to see it, and use the
EYE on the wall to discover that there are cracks. Once you have both the LAMP
and LIGHTER you can explore the hole.

NORTH ROOM

Use the LAMP in the hole and you can light it and then enter the hole. There is
an [ELIXIR] hiding at the top of the middle back wall. Use the EYE on the
plant at the left edge of the screen and then the HAND to pick up a PIECE OF
JOURNAL. [November 11, xx43 MAYLEE.] To exit the room, enter the hole and then
crawl through again. Return to the hallway, and back to the main hall.

DARK CORRIDOR

Enter the north west door from the main hall and turn left into the darkened

corridor. Select the LAMP, and move it to the dark screen. Choose to light it,
and continue up the corridor. You will stop at some string across the corridor.
Cut with the KNIFE. The door at the end of the corridor has a PIECE OF JOURNAL.
[January 17, xx44 LAST HOPE] and a scene. After this, you will be outside, and
at the end of the first stage.

==
S E C O N D S T A G E - A D R O P O F R E D
..... DM02
==

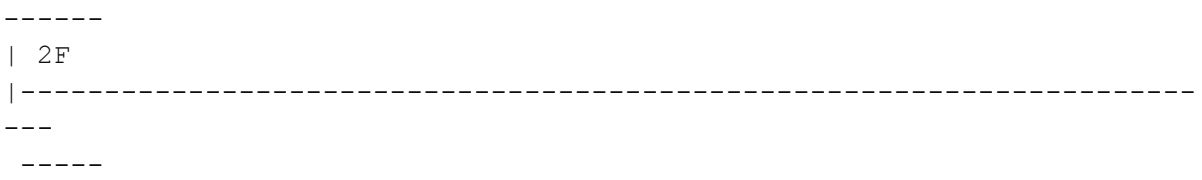
HEAVY FOG O. (OUTSIDE) SAVE LOCATION

At the start of this stage, you are outside the building facing some steps, and
there is a high fence to the right. You will have lost all your items, except
for the ELIXIRS, KNIFE, MIRROR SHARD and JOURNAL PIECES.

You can explore to the left if you use the HAND, but there is nothing to find
except for more fog. Select "Go back" and you will return to the stairs, no
matter how many times you chose to keep going in the fog. Use the HAND on the
fence to the right, and you have the option to move towards the pillar. Do
this, and you will see some rocks at the base of the nearest pillar. However,
you will not be prompted to pick these up until you have investigated the top
of the stairs.

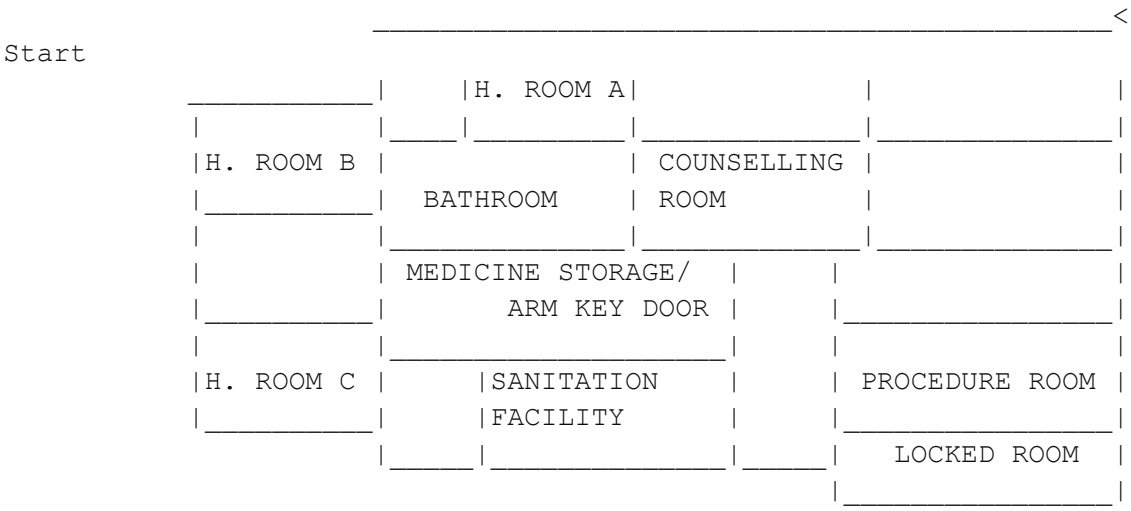
Climb the stairs (using the HAND) and then use the EYE on the door, twice, for
a short monologue and then a close-up of the lock. Take another look at the
chains and you will discover that they are covered in rubber. Use the KNIFE to
scrape at the rubber, and it will break (unavoidable). Now you need something

to break the old chains. Return to the bottom of the stairs, and use the HAND
to go right. Now, you can pick up a [ROCK]. Return upstairs and use the ROCK on
the chains. Use the EYE first, to get a close up of the chains. After smashing
the chains you will enter the building, and witness another memory flash. You
will also get the [MAP].



A. N.(ANNEX) NORTH MEDICAL CARE SAVE LOCATION

Areas left blank cannot be entered.



This place is a hospital, and you start out at the north eastern corner of the
building. Time to get some doors opened! However, as before, there are some
rooms that cannot be accessed. You can explore the open rooms in whatever order
you like, but this route entails less backtracking.

HOSPITAL ROOM A
From the start, walk directly forwards along the passage, until you reach the

only open room on the north side. That's the fourth one along from where you
entered the building.

The word "CONDEMNATION" is written on the wall. There isn't much to find in
here, but use the EYE on the bed at the back of the room for a close up view of
if you want, though there is nothing to find and no traps. Use the HAND on the
wall area, under the word on the wall and between the two beds, to find an
[ELIXIR]. Leave the room and continue along the outside passage to the next
open room.

HOSPITAL ROOM B
This is the room at the north west corner of the map. Look at the basket that
is on a cupboard, behind the beds and in the centre of the screen. You will see
a close-up of some [DRIED FRUIT]. Use the HAND to take one. Use the EYE on the
bottom drawer of the chest at the left, and you will see a message "THE DEMON
APPEARS FROM THE PURPLE." Use the HAND on the top drawer of the same chest, and
you will find an [ELIXIR]. There is a trap at the bottom right corner of the
screen. Leave the room and you will find that the way south is blocked by a
door with barbed wire. So turn back to the east, and enter the first
rectangular room

BATHROOM
Use the EYE on the basin for another message in red. "I NEED To GIVE THAT CHILD
SOME WATER WITH THAT FRUIT." Hint..dried fruit, aha! Use the EYE on the bath
and you'll find it contains some water. You can safely dip your hand in if you
like, but the main task is to use the dried fruit with the water. Soak the
fruit and it will absorb water. You now have the item [SOAKED FRUIT]. (You can
turn on the faucet if you use the HAND on the shower area, but this is a trap.)
Leave the room and continue to the adjacent room.

COUNSELLING ROOM
Use the EYE on the back wall just to left of the couch and there is a message:
"WERE THEY HAPPY?" There is another message on the piece of paper lying on the
desk, also using the EYE. "THE BOY WAS ALWAYS CLUTCHING A TOY SOLDIER." Another
hint... Use the EYE to check out the bodies, and you will find that the left
corpse is a boy. Use the HAND on him and you have a choice of opening his left
or right hand. 50% chance of hurt, but since you're reading this, I'll tell
you. It's the RIGHT hand, and you get a [METAL TOY]. Now you can search the
youth's body. Again, open the right hand for an [ELIXIR]. The girl's right hand
is a trap, and her left only has hair...

From here, walk down the middle passage and investigate the room to the west.
The door has an ARM engraved on it, so you are going to have to find an Arm
Key. Continue to the next room, and the door is not locked.

SANITATION FACILITY
You will find your old friend the [2x4] at the back of the room. Use the HAND
to pick one up. You can only take one. There is also an [ELIXIR] in this
room...somewhere. This time I couldn't find the damn thing, but there no traps
in the room, so feel free to feel everything. Now, head for the corridor at the
eastern edge of the map.

PROCEDURE ROOM
This is the first of the two rooms reached from the east corridor, but the
second one has a locked door. Go inside and use the EYE on the back wall just
to left of the curtain, to read the word "DEMON". This room took me ages to
deal with the first time. Although there is glass on the desk, this isn't a
trap. The desk is locked and so are the cupboards, and you just know there must

be something essential in both. Use the EYE on the curtain, and you will see a
key lodged into the rail. You cannot reach it, so just use the 2x4 to poke it
free. (You might think this is obvious, but you can move the curtain with the
HAND, so this distracted me from the real solution.)

After the key falls to the ground, something unexpected occurs, and the door is
locked. First of all, don't panic, despite the panicking music. Use the EYE on
the curtain and you will see a message about the key. Use the HAND and you can
pick up the [SMALL KEY]. Next, use the EYE on the desk area, for a closer look,
and use the KEY you just picked up, on the desk. Use the HAND on the open
drawer for another red message "TREATMENT 04 HAS CREATED A DEMON." Use the EYE
again, to get closer to the cupboards at the left of the room. You will now see
them more clearly, and can use the KEY to open the glass shelf. You lose the
key, but that doesn't matter. Use the HAND on the shelves and you have a choice
of files that you can look at. It's obvious, if you looked in the desk
drawer...so select FILE NO. 4. Now, there is another option. E might be a good
choice, since we've been dealing with the Epicari virus. E it is, and there is
another red message "THE DEMON YOU CREATED TOOK EVERYTHING AWAY."

You will open the file and the [ARM KEY] will be yours. If you try to exit to
the hallway, you will be told that the door is locked, and that it has a
picture of an ARM carved on it. Tap the scroll symbol at the top left of the
screen to find the door. Use the ARM KEY on the door to unlock it, and then use
the HAND on the door to open it. Whew, end of scary music. You cannot return to
this room again, not that you'd want to.

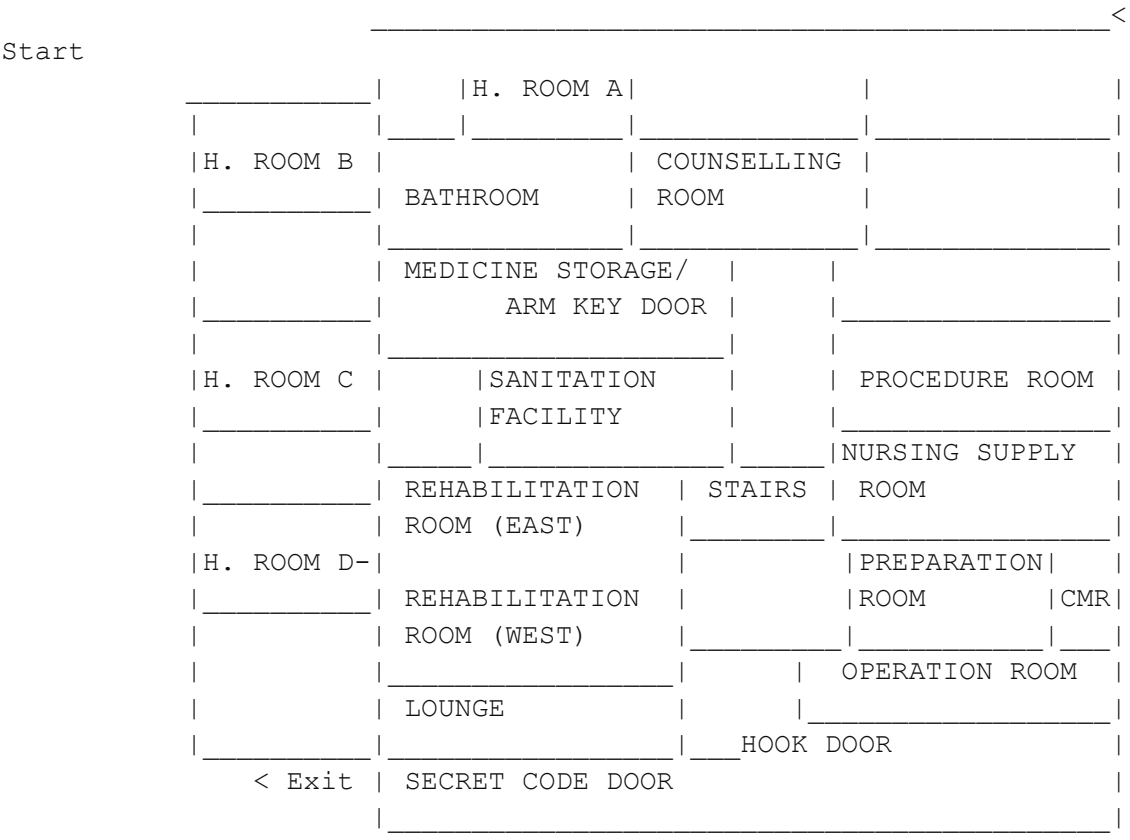
(By the way, none of the files are trapped, so you could in fact check out them
all. And, despite the music, there is no penalty for taking as long as you
like in this room. If you use the Mirror Shard, it will help you select the

correct file.)

ARM KEY DOOR
Now, nearly every room in the northern half of the Medical Facility, has been explored. Next target is the door that needs the Arm Key. This is the long room that is accessed from the central corridor. You can see that it connects to the western corridor. Use the ARM KEY on the door to unlock it, and the HAND to open it. This room is just a corridor, with nothing to find, so head straight through to the Western Hallway. There is a memory scene when you find a piece of paper in the door: [PIECE OF JOURNAL] [December 25, xxx43 - Jean's Death.]

A. S.(ANNEX) SOUTH MEDICAL CARE SAVE LOCATION

CMR - CENTRAL MATERIAL ROOM



This area can be explored in any order you like, but you need specific items to progress through some of the rooms. Follow the order here for the fastest route through.

HOSPITAL ROOM C

From the West Hallway exit of the MEDICINE STORAGE room, turn left and there is a door to your right, leading into this blue lit room. Use the EYE on a spot at the foot of the bed, at the back left of the room, for a red message "To LIVE IS TO SUFFER". (Although this is what appears on screen, in fact the writing says "To LIVE IS TO STRUGGLE" - more or less the same thing.) Use the HAND on the bed nearest the window, at the right of the room. You will receive an [ELIXIR]. Use the HAND on the headboard of the middle bed at the left, to find a [2x4]. There is a trap in the first bed at the right. Leave the room and continue walking south. Go all the way to the end of the corridor and enter the room at the far south.

LOUNGE

Use the HAND on the picture in the centre of the table to pick up [DIRTY PICTURE]. The painting on the wall is a trap. If you use the Mirror Shard, there is a hint about washing off the dirt on the picture. You could return to the bathroom now, but first let's find a few more things. Go back up the corridor and head east. (You cannot do anything in Hospital Room D just yet, nor in the Rehabilitation Room, though take a peek if you like.)

STAIRS

Continue to the hallway and stairs, and click on the STAIR icon for some more scenes. Keep heading east past the stairs, until you reach the next room. This is the one adjoining the Procedure Room that had a locked door. (There is a

room to the south, the Preparation Room, that you can ignore for the moment.)

NURSING SUPPLY ROOM
This is the room that connects the South area to the North. Use the HAND on the
desk to read a letter "To FRANZ". Use the HAND on the bottom right corner of
the shelves to find an [ELIXIR]. There is an important item in this room that
is hard to find. I don't know why I have such a problem with it, but I did the
last time, and again now. You need to find a particular point on the lower
shelves close to the door. You will observe that you get a different message
from the one for the door. The door message is : "The door in the back looks
like it goes to the east.", and the shelves have the message ""This door
doesn't seem to be locked." Keep searching with the HAND on this area, and you
will find that one of the unlocked shelves hides a [SURGICAL SCISSORS].

From here, you can head through the door back to the East Hallway, and the
door is now unlocked.

BATHROOM
Walk north and then all the way west, to find the Bathroom again. Use the DIRTY
PICTURE in the bath, to wash off the dirt. (Use the EYE first, to get closer to
the bath.) If you want to see the picture again, select it from the items and
press A, or tap the picture. You will see a date: [FEBRUARY 17, XX43, 5.15 PM].
Return to the South rooms, through the Medicine Storage Room. Your next target
is Hospital Room D, so walk south.

HOSPITAL ROOM D
This is the room at the west side of the south corridor. Use the EYE on the
bed, and you will be told that there is a key. Use the EYE on one of the metal
supports to get a close up view. Cut the tubing with the SURGICAL SCISSORS, and

then use the HAND on the bed. You will find a sad note, and take the FOOT KEY.
Next stop, Rehab.

REHABILITATION ROOM
This is the large square room. Check out the small table to the left of the screen and use the HAND to find a piece of paper, memory and PIECE OF JOURNAL [January 06, xxx44 - Soldiers.]. Use the EYE on the collection of baskets on the floor, and you will find that there is something 'long and thin' in the lab coat. Once you have the Scissors, the Mirror Shard will tell you what to do: use the SURGICAL SCISSORS to cut the clothing. (You must be close up for this to work.) You will get the [SURGICAL SAW]. Now we're cooking! Lots of things a saw can do. Scroll to the left in the room and use the EYE on the tall plant in the corner. There is a [RING] embedded on the plant, so use the SURGICAL SAW to cut it free. Leave the room, as there is nothing else to find, except a trap in the back wall cupboards.

PREPARATION ROOM
This is the room at the south east corner of the map. There is nothing to find in here, so charge ahead and use the FOOT KEY on the door. Use the HAND on the door to open it.

OPERATION ROOM
The first thing you'll notice is that the room is dark, so use the EYE on the lamp above the operating table, for a close up view. Then, use the HAND to flip the switches, but nothing will happen. Don't give up! Use the HAND again, and the light will flash on for a moment. The solution is to hit it really hard with something, so use the 2x4. It will break, but now you have light. Use the HAND on the table and you will be able to find and retrieve [TWEEZERS]. Scroll left and use the HAND to open the door to the back room.

CENTRAL MATERIAL ROOM
Use the EYE on the basin. Check again with the HAND and you will find a dried up towel with some paper stuck to it. You want the paper without tearing it, so use the SOAKED FRUIT on the towel to dampen it. You receive PIECE OF JOURNAL [January 26,XX44 To Those I Love]. There is an [ELIXIR] on the shelves. Return to the Operating Room and back out to the hallway. The final destination lies at the south edge of the map.

HOOK DOOR
The door is rigged with a trap, that will trigger, if you try to pull the hook with your HAND, and you'll be treated to a nice GAME OVER! Assuming you want to avoid that, then use the EYE on the door, the top of the device and the hook on the wall at the right of the door. This puzzle only has one solution. You need to attach something heavy to the hook so that it will activate the trap without you being in the vicinity. Attach the RING to the hook, and then the METAL TOY. Then leave the area, and walk back a few steps around the corner. You will hear the splintering of the door. Return to the door (now shown as a blue dot on the map), and you will pass through the opening. Walk east, and there is a SEARCH icon on one of the cells. It just gives you a little more information. Walk to the west and you will reach a door.

SECRET CODE DEVICE DOOR
This is another small puzzle, and once solved, it will take you on to Stage Three. The red lettering reads "FORTUNATE TIMES", and this is a clue to the device. Use the EYE on the device and you will discover that it has an analogue clock. The Mirror Shard will tell you what to do. You need to use something "skinny" to move the hands on the clock, and the happy time is recorded on the

back of the PHOTO. 5.15 PM. You need the TWEEZERS to move the clock hands and
because it's analogue, the numbers required are [3] and then [5]. (Fifteen
minutes past the hour, or a quarter past, has the hand on the number 3 on a
clock. I'm explaining this because it took me ages to figure it out. I
couldn't understand why there was no number 15...) Use the HAND on the door to
open it. You will find another PIECE OF JOURNAL entry [March 07, xx41 Family],
followed by a memory scene. After that, you are prompted to save you game, and
it's on to the next stage.

==========
T H I R D S T A G E - A G I R L
..... DM03
==========

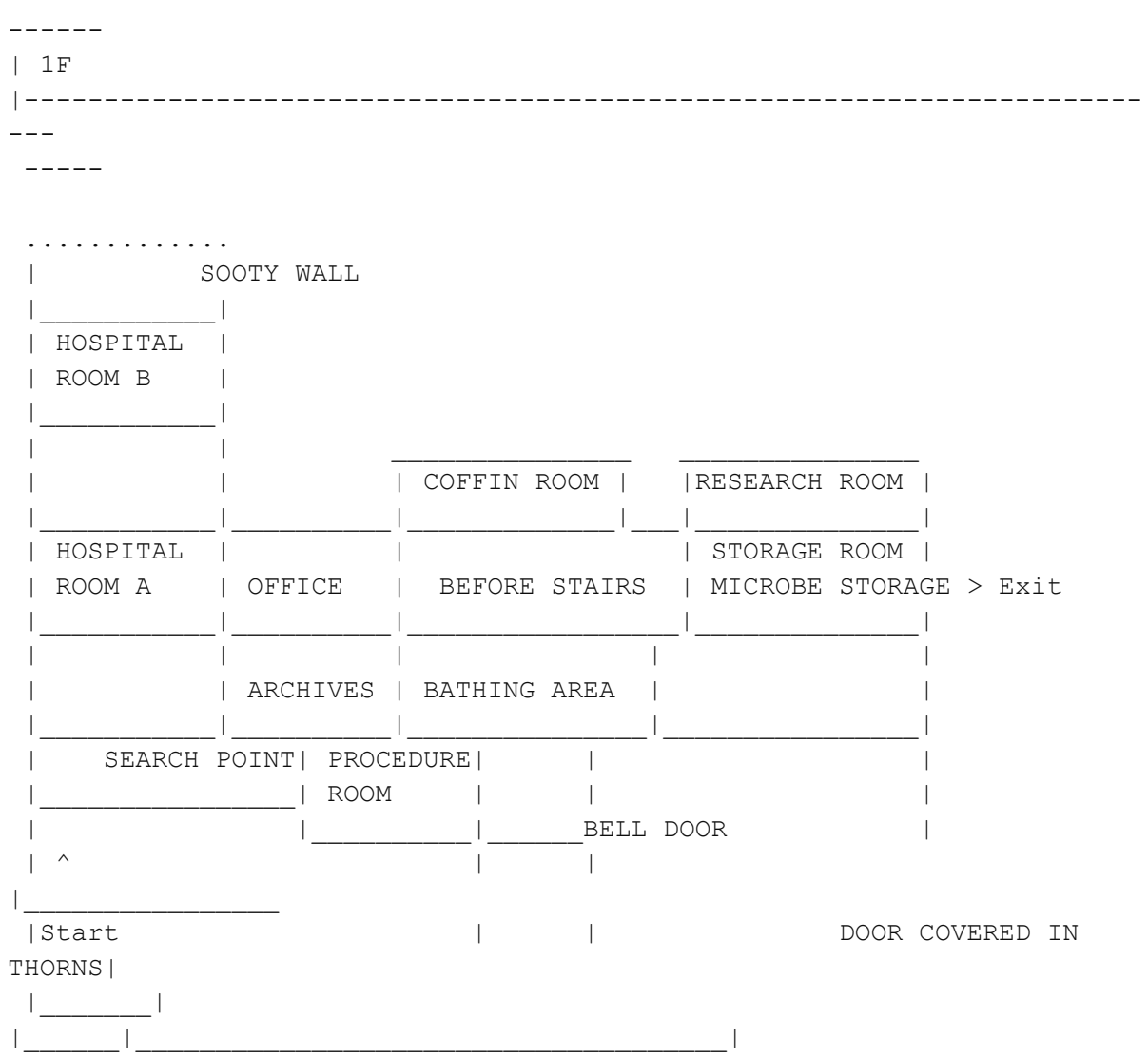
A. (ANNEX) CENTER

You are still in the same building but you don't yet have a map.

CORPSE COVERED BY THERESIA
This stage begins with an encounter with a corpse. Use the EYE on the arm of
the corpse at the left of the screen and you will get a close up of the arm,
which is chained to the wall. Although you will get the option to scrape the
chain, if you use the Scissors or Surgical Saw, you will not be able to do this
just yet. Move away from the body. The stairs to floor 2 are close by, and you
can return to the previous area. However, unless you think you might have
forgotten something, there is no need to return. Move on down the corridor and
check the door with both the EYE and HAND. There is a gap in the rusty door,
but it will not open.

Return to the corpse and use the EYE for a close up, and then the SURGICAL SAW

to cut the chain. (If you use the SCISSORS, they will break.) You will get a
[METAL BAR]. (When you attempt to leave the corpse, you will have the options
to Quit, or Move Forward. The latter will let you leave, even though it sounds
as if you are going to make a move on the corpse.) Return to the door and use
the METAL BAR to wrench open the door. This won't work the first time, so
repeat the action and the door opens, although the metal bar breaks. You will
find a new [MAP], and cannot return to 2F.



As before, the area can be explored in any order you like, but you need
specific items to progress through some of the rooms. Follow the order here for
the fastest route through.

WESTERN DOOR
You start the exploration at the south western corner of the map. This is the
first door you will find, but it is tightly shut, although there is a red
message: "I LOVED HER, BUT...". (You will never open this door.)

SEARCH POINT
Search the group of chairs in the hall, and then use the HAND on the body. You
will find a [CROSSBOW]. Walk along the corridor to the east and enter the first
room.

PROCEDURE ROOM
In here, use the HAND on the bed to the right, to find a [2x4]. Use the EYE on
the desk to get a close up of three drawers. You will be informed that all
three are locked, but they are not. I don't know if this was deliberate in
order to confuse you, or an error, but anyway, simply use the HAND on the lower
two drawers. (The top drawer is a trap.) The bottom drawer contains an
[ELIXIR], and the middle drawer contains a [BRUSH]. The next two rooms along
this corridor require additional items, so leave them for now and go back to
the Search Point, and walk north.

HOSPITAL ROOM A
Head up the wide corridor and enter the second room on the left. The order of
action is important in this room. Use the EYE on the curtain where the light is
shining and you will spot something on the floor. If you use the HAND on the
curtain, there will be a four-way option to move it, and all of them are traps.
There is also a trap at the middle right of the screen, and you can see this if
you use the EYE.

What you need to do is to use the EYE just to the lower right of the curtain,

at the apex of the triangle on the floor. If you hit the right spot, you will
get a closer look at the glass on the floor. I would have thought you could
just use the brush to sweep them aside...but no. You have to risk your hand.
The idea is to slide the glass under the bed to the right, so move the HAND to
the RIGHT to accomplish this without injury. Now, use the HAND on the curtain.
Move it to the RIGHT, and you will receive [CROSSBOW BOLTS].

HOSPITAL ROOM B
This is the next room along the corridor. If you use the EYE, you will find
that the desks have traps, and the beds nothing of interest. There is a heap of
wood to the right of the screen and this is useful. Use the SAW on the wood to
receive a [2x4].

NORTH CORRIDOR
Keep walking up this corridor, even though it appears that there is nothing
more to find. You will find a SEARCH POINT. Stop and check this out. Use the
brush to remove the soot from the wall, and you will uncover another red
message. "THE RED FLOWERS OUTSIDE. DON'T LET THEM DIE."

OFFICE
Now, explore the office which is at the east of the north corridor. Use the EYE
to look at the small grate high up on the wall. Then, choose to look though
this small window. There are some red flowers on the floor, and rope is tied to
the handle of the door, making access impossible. But we need that bouquet of
flowers...The Mirror Shard will tell you what to do: use the Crossbow. Move
the CROSSBOW to the handle on the door, and you have the option to release a
BOLT. The shelves in the Office are trapped, and there is nothing else of
interest in here. Time to head next door to the room that you just freed up.

ARCHIVES
As soon as you enter this room you can see the bouquet of flowers and there
will be a memory scene. After this you will obtain the [BOUQUET OF FLOWERS].
Check out the middle of the back row of shelves for another [ELIXIR]. Use the
EYE first, if you want to avoid the trap at the top of the shelves. Seach the
left middle shelf, to find a [BOTTLE]. There are no traps in the left set of
shelves. You cannot get the bolt back, so leave it where it is, and exit the
room.

DARK CORRIDOR
If you attempt to walk east along the central corridor, the lack of light will
stop you. Use the EYE on the left or right pillar for a close-up of a lamp.
When you have found the BOTTLE of alcohol, use it on the lamp. (The Mirror
Shard will tell you to do this, though it doesn't say that you find a couple of
stones and strike them to light the lamp.) Now, you can proceed down the
corridor.

COFFIN ROOM
Enter the first room at the left. When you use the EYE on any of the coffins
you will get a close up, and the same message, but not much of a clue about
which to open, or why you should. Use the HAND to gain more information. The
coffin furthest away next to the back wall has a small opening. Use a 2x4, and
although this will break, you can now open the lid with the HAND. Push UP to do
this, and you will find an [ELIXIR]. The left front coffin will allow you to
use the HAND to open it, but if you do there is a trap. The coffin to the right
foreground is another trap, and so is the one on the left shelf.

The useful coffin is the one at the right on the shelves. Do the EYE/HAND

combination on and it will reveal some adhesive, that needs to be removed
before you can open it. Use the [SURGICAL SAW] to clean it up, and then the
HAND to lift the lid UP. You will find a [PENDANT]. Note that this has a
magnetic clasp, and if you use the Mirror Shard while in the room it will give
a hint about how the Pendant might be used. Exit to the hallway.

BATHING AREA
This room can be accessed from either door. You can walk back past the chairs
and along the corridor to the east, or just head south from the Coffin Room and
unlock the door. Enter the bathing area. The centre showers are safe to touch,
but the side walls are traps. Use the EYE on the stone floor in front of the
showers, and use it again on the drain. There is something down there, and it's
a key! Don't touch it with your hand, or you will be hurt. Use the PENDANT with
the drain, and you will pick up the NAIL KEY. After finding this key, walk back
around to the stair hallway. (You can enter the Bathing Area from either the
north or south door, and this becomes a useful short cut.)

BEFORE STAIRS
Check out this SEARCH POINT, and use the EYE on the bottom of the wire mesh,
where there is a narrow gap. This will reveal something on the floor. Look with
the EYE again and this is another key. However, it is too far away to reach
with the Pendant. Attempt to use it and you get a hint about finding some
string. Carry on to the open door of the room at the east side of the map.

RESEARCH ROOM
As soon as you enter this room, you will act to put the BOUQUET of flowers in
the vase. (Assuming you have obtained them.) Now, choose to enter the adjoining
room. The door is not locked.

STORAGE ROOM
Use the HAND to take a [2x4] which is clearly visible to the right of the room.
There is an [ELIXIR] in the pile of junk opposite the piece the wood. There
are no traps. Use the EYE to look at the door and it requires a NAIL KEY. You
found this in the drain, so use it on the lock, and then use the HAND to open
the door

MICROBE STORAGE ROOM
This is a really creepy room, even though there are no corpses. Use the HAND on
the cage for a memory scene. You will find a PIECE OF JOURNAL [October 18, xx43
- Infection]. There is nothing else to find in here, so use the HAND on the
door and go outside. You can return to the main building if you have forgotten
anything, or don't feel like wandering around in the fog just yet. You can also
unlock the door back into the Hallway.

---
o (OUTSIDE) PILLAR SAVE LOCATION

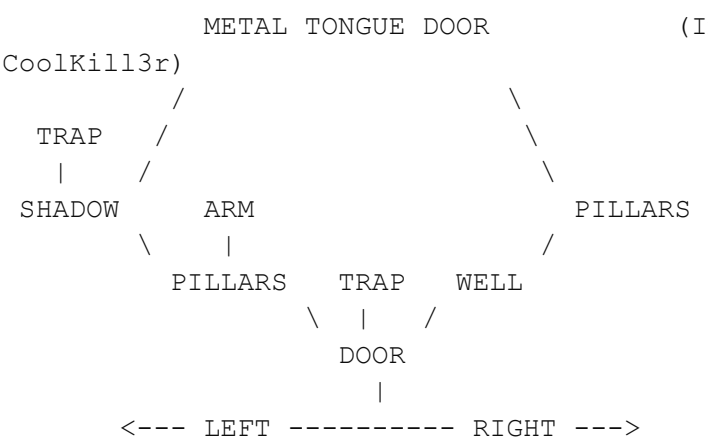
You will find yourself outside in deep fog and there are three options if you
use the EYE on the right, centre and left pillars. You can go in any of these
directions by selecting one with the HAND.

Choose RIGHT and you will arrive at a well. Use the EYE to get closer and again
to see that there is a key inside, but it's out of reach. You need something to
help you. When choosing directions, remember that if you chose left, and wish
to return, then choose right to take you back to the previous screen.

From the door, go left, then you will see a silhouette in the centre area if
you use the eye, but you cannot reach it from here. Use the EYE again and you
will move closer. It's s person's arm. (Just hanging around in the middle of

the garden, like arms do...). This will trigger a memory scene, and you will
receive another PIECE OF JOURNAL. [December 31st, xx43, Vaccine Scylla].

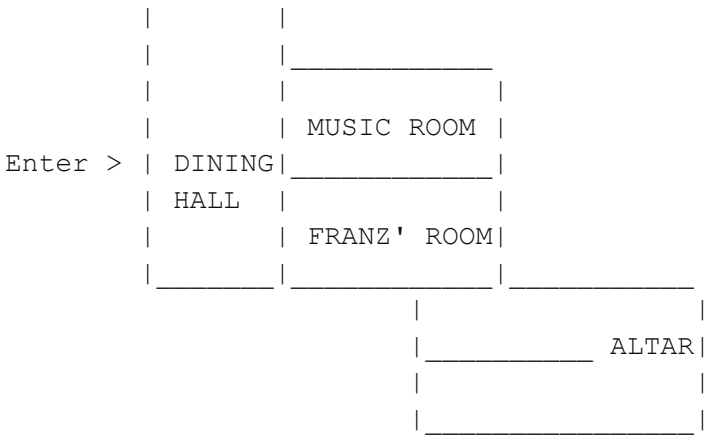
Go left again, and you will find a Black Shadow on the ground in front of the
large pillar. Use the HAND on the body, and pick up [CHAIN]. Return to the
well, by choosing right, right and right. OR if you go to the Tongue Door, then
choose left, and left again, to find yourself back at the well. (I guess you go
in a circle)



THE WELL
Use the EYE to get a closer view of the inside of the well. After getting the
chain, the Mirror Shard will tell you exactly what to do. Use the SURGICAL SAW
on the well, and then the CHAIN. Finally, use the HAND on the well, to descend
and retrieve the [TONGUE KEY]. After getting the key walk right, and right
again, to end up back at the Tongue Door. Use the EYE to get closer, then the
TONGUE KEY, and finally the HAND, to open the door.

| 1F
|---

        ____



MB. (MAIN BUILDING) CENTER SAVE LOCATION

You will get a new map when you enter the door, and now you are back in the
building where you first woke up, except on the ground floor. You start inside
the large room at the west.

DINING HALL
There are no traps in this room. Use the HAND on the fireplace to find a [2x4],
and on the nearest table to find an [ELIXIR]. Now, scroll to the right. Use
the EYE on the back wall to see the red message "COMPENSATION". Use the HAND on
the note on the floor, to the left of the bodies, for a reminder of better
times. Scroll back to the main room and open the door with the HAND.

MUSIC ROOM
This is the first room on left. Use the EYE on the left cabinet and there is
something there. (If you use the HAND on the door, you can choose different
directions. If you pull down there is a trap but you can still open the door.)
Alternatively, use the 2x4 to open the door safely. You will find a VIOLIN with
strings still intact. Use the Mirror Shard and it will tell you why the strings
might be useful, to retrieve the key behind the wire. If you use the HAND on
the Violin you will get more information about the strings. Basically you

cannot get them just with the hand. You need to smash the instrument using the
CROSSBOW. Now you have [VIOLIN STRINGS]. It's best just to return to the
previous building and get the key now.

BACKTRACK To BEFORE STAIRS
Return to the Dining Room and back to the Outside. You will have the choice to
go back to the other building directly. From the Microbes Room exit to the
Hallway. (Unlock the door, if you haven't done so already.) Walk along the hall
to the STAIRS SEARCH point. Use the EYE on the lower part of the grating.
Combine the STRINGS and the PENDANT in the Combine place on the screen. Then,
use the [NECKLACE] on the key. You will be able to "Pull pendant with violin
strings." You obtain [CROSS KEY]. Leave, and return to the Microbes Room and
back Outside, and then to the Main Building.

ROOM WITH FRANZ SITTING
You will be prompted to 'talk' to the man in chair if you try to leave. Use the
HAND on the chair for a memory scene, and PIECE OF JOURNAL [December 01, xx43
Epicari]. There are no traps in here, but there is nothing else to find. From
Franz's room, exit by the other door into the South Hall.

ALTAR
Walk along the passage, between the blocked doors, to the altar. Use the EYE
for a close-up view of a pretty box. The lock has a small cross on it, so use
the CROSS KEY to open it. Use the HAND to take the [BELL KEY] from the box.
There is a trap, but this cannot be avoided. (Actually it might be avoided if
you try using a 2x4, but I forgot to try this.) After the memory scene, you
will want to find out more about the girl. You cannot access the rest of the
building anyway, so just follow the Mirror Shard's instructions! Retrace your

steps through Franz's room and back into the Dining Room, and then go outside.

OUTSIDE - THE GIRL WITH BELL
This is simple. All you need to do is use the EYE on each pillar, right, middle and left, and follow the direction where you hear the bell ringing. Use the HAND as usual, to select the direction. There will be another confirmation ringing of the bell when you choose the correct route. All wrong choices are traps.

LEFT >>>> LEFT >>>> RIGHT >>>> RIGHT >>>> CENTER

At this point you catch a glimpse of her and find a piece of paper, PIECE OF JOURNAL [January 25, xx44 Beautiful Red]. There is a memory scene, and after this you jump through a glass window and find a letter. There is another memory scene, and this is the end of Stage 3.

==========
L A S T S T A G E - M E M O R Y
..... DM04
==========

| 1F
|-----------

RESEARCH ROOM
This stage begins in the room that had the bouquet of flowers in the vase. You are back in the same part of the building, with the same map, except all information about the rooms has disappeared. If you look at the door at the back of the room that leads to the Warehouse, you will find that there is purple stuff on the door and walls. Not a good idea to touch it! Exit from the

door to the right and you will be back in the hall. Purple stains are here too,
and you read a diary page that you found earlier.[December 01, xx43 Epicari].

PURPLE CORRIDORS
When you start to explore, you will find that the hallways are inaccessible.
The purple stuff is too dangerous, and you are not permitted to enter. The task
now is to find somewhere that you CAN enter. Open the door to the Bathing Area.

BATHING AREA to BELL DOOR
If you look at the showers, they are covered in purple stuff. Exit to the South
Hallway, and there are only two directions to explore. One route leads to the
DOOR COVERED IN THORNS and the other leads south to the BELL DOOR. (First time
playing I spent a long time searching to find out what to do next, as I thought that the BELL DOOR was covered in purple stuff, so I didn't check it
out. Heh.) Despite the purple, this door is fine, and you can use the BELL KEY
to unlock the door, and the HAND to open it.

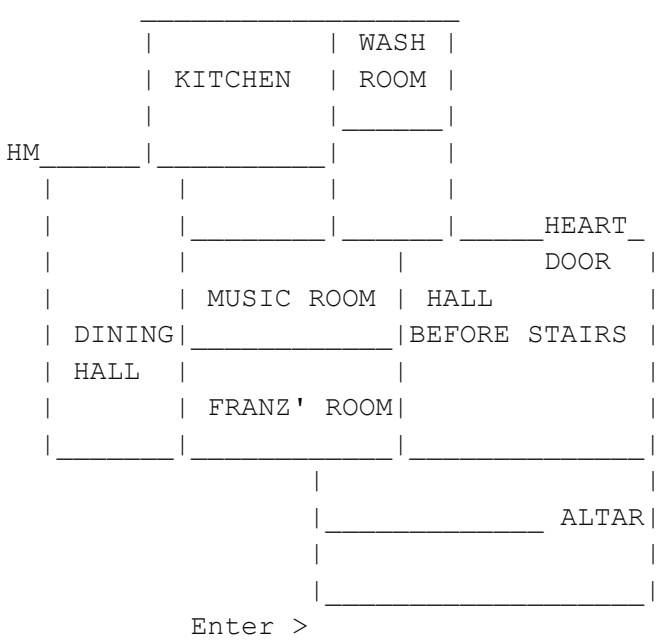
SYRINGE STORAGE ROOM
Use the HAND on the storage shelves at the right of the room and you will find
a [BLOWTORCH]. Use the EYE on the desk for a closer view, and you will find
that it is covered in dust. No, you can't use the brush, don't know why, but
use your HAND to brush away the dust. Then, use the EYE again on the book, to
read a note. "THE SCYLLA'S EVOLVED FORM NEEDS NEW DNA", and more information
about how they are going to go underground. Leave the room and walk to the only
other open area.

DOOR COVERED IN THORNS
Follow the corridor to the east until you arrive at the thorn covered door. Use
the BLOWTORCH on the briars. Open the door with the HAND. You are now at the

south western corner of the Main Building South.

MAIN BUILDING SOUTH SAVE LOCATION

HM - HALL WITH MURAL



MAIN BUILDING SOUTH SAVE LOCATION

From where you enter, at the southwestern corner, head east and follow the
corridor to the main hall.

MAIN BUILDING NORTH SAVE LOCATION

WASH ROOM
Enter the open door in the northwest corner of the hall, and follow the passage
north to find the WASH ROOM. There are three stalls on the left. Use the EYE to
get a better view of each of them The back one has a trap in the rubbish. The
middle one has some wood and you can pick up a [2x4] with the HAND. The first

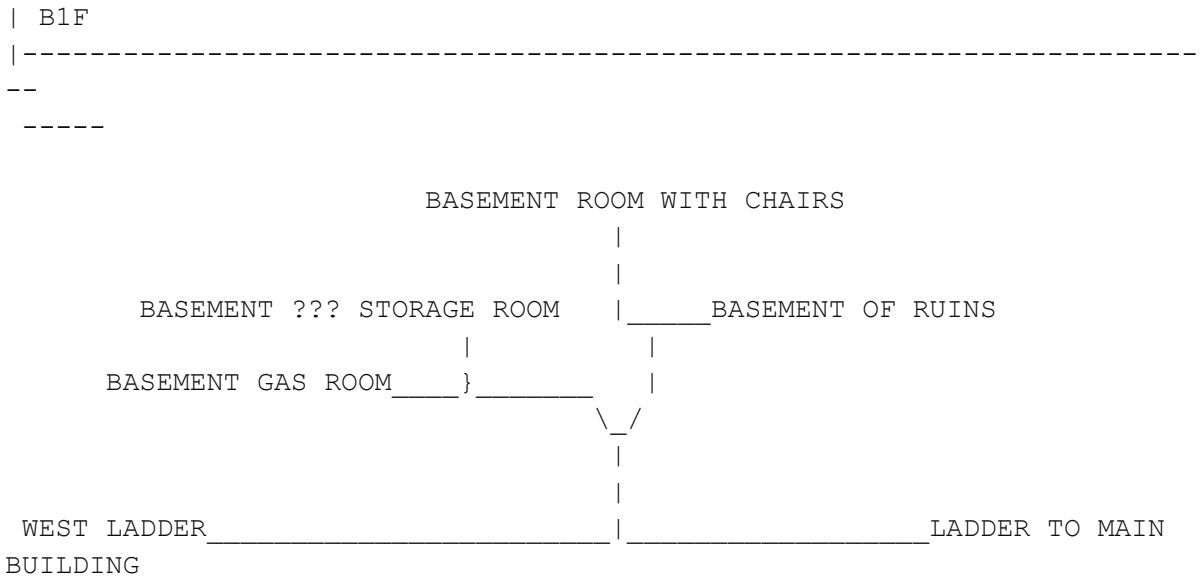
stall has something useful. Use the HAND and you will dig out one [CROSSBOW
BOLT]. There is nothing in the sink. Return to the hall.

BEFORE STAIRS
From the door you will be facing some washing strung across the hall. Use the
EYE to get closer, and then fire the CROSSBOW (with the BOLT) you just found.
You will obtain [OLD CLOTHES].

KITCHEN
Don't try to pick up any kitchen tools from the cooker at the left of the room,
as they are trapped. The cabinet door is also trapped. Use the EYE for a close
up view of the oven, and you'll be told that there is a crowbar inside Sounds
just what we need, except it is wedged in place with firewood. If you check the
Mirror Shard it will tell you what to do. Use the EYE on the sink at the left,
and then move the OLD CLOTHES to soak in the oil. Now, use [OIL-SOAKED CLOTHES]
on the oven, and use the BLOWTORCH to light the stove. Yay! You obtain the
[CROWBAR].

There is one last thing to do in the kitchen. Take revenge on the back
cupboard! Use the HAND to find the correct spot in the centre of the shelves,
and swing the CROWBAR. You will pick up a [GLASS]. You will see a hint that
the glass could break easily. Let's test that out! Move the glass so it's next
to the floor and you can drop it. You will now have [A PIECE OF GLASS]. Leave
the kitchen and walk west, along the hall that leads to a dead end.

HALL WITH MURAL
Move the CROWBAR to the grate in the floor and force open the hatch. Go down
the ladder.



??? UNDERGROUND SAVE LOCATION

HALLWAY WITH RED LIQUID - VEIN KEY
Choose to "move away" from the ladder, and you will be facing a long corridor.
Walk forwards and you will end up at a SEARCH POINT. Use the EYE on the floor
and you find discover that there is a key down there. (Wish you'd still got
that rubber glove?) Don't worry, there is an alternative. Use your trusty
CROWBAR and you can fish out the [VEIN KEY]. (You must target the dark red
area.) Leave the location and walk back a couple of steps and turn down the
side passage.

BASEMENT OF RUINS - MAP
When you reach the junction, turn right, and negotiate three zig-zag turns.
Then, follow the passage to the next junction, and turn right. You will find a
SEARCH POINT. Use the HAND on the right hand bed to find the [MAP] for the
area. The left bed is a trap, but there is a [2x4] between the beds.

BASEMENT ROOM WITH CHAIRS

Use the EYE on the armchair and you will see a large leather bag. Use the HAND
to find that you cannot open the zipper, but you could with something sharp.
Slash the bag with the [GLASS SHARD]. (If you don't have this, you must break
the GLASS found in the Kitchen cupboard.) You will find the [GAS MASK]. The
rubbish at the left of the room is a trap, and so is the chair after you open
the bag. Leave the room and walk all the way south and then west around the zig
zag pathways. You will reach a SEARCH POINT.

Investigate this place, and you will find a small grate in the wall. Use the
CROWBAR to prise open the grating, and enter the hole.

BASEMENT ??? (THERESIA) STORAGE ROOM
Go through the door into the room. Check the rubble to the right of the cage
bars, and use the HAND to pick up an [ELIXIR]. Touch the piece of paper at the
left of the bars for a memory scene, and PIECE OF JOURNAL [January 20, xx44
Vaccine Theresia]. Use the EYE on the right pillar and you will see a design
that looks like veins. Use the VEIN KEY on the pillar to open the door. Next,
use the HAND on the cage and you will pick up [VACCINE THERESIA]. Leave the
Storage Room and return to the corridor. Walk west.

BASEMENT GAS ROOM
Use the EYE on the door and you will have a bad feeling about the room. You can
ignore this and enter anyway, but you MUST equip the GAS MASK first. Or, use
the EYE on the screen that covers the small window. You cannot see in, so use
the BRUSH (at last, you get to use the brush again), to clean off the dust. Use
the EYE on the window. You will see that there is a tap with gas, and so
precautions are advised! Move the GAS MASK to the BODY icon to equip it, and
then open the door. Use the HAND on the bed at the right to pick up [WATERPROOF

BOOTS]. Use the EYE/HAND combination on the central floor area to find an
[ELIIXR]. If you leave this until last, after doing the two important things,
you won't be able to pick it up, since you are forced to exit the room, and
cannot return.

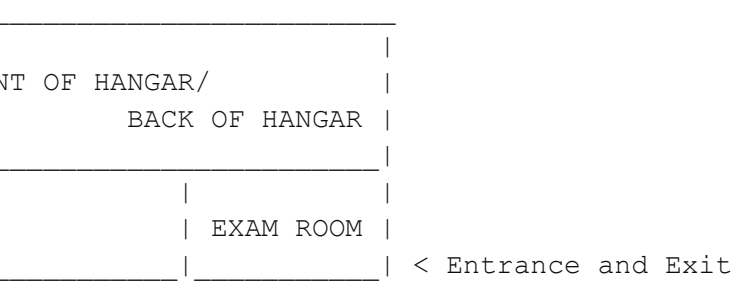
The large wooden shelf at the top left of the room is a trap. Use the EYE on
the desk at the left to see a red message: "WE WERE FINALLY ABLE TO CREATE A
CURE FOR EPICARI.". After this you will leave automatically. Walk back down the
passage, and then turn south, to return to the hallway with the red liquid.

HALLWAY WITH RED LIQUID and WEST LADDER
Equip the BOOTS and use the HAND on the red liquid, and you will be able to
walk along the hallway. Use the HAND on the ladder at the far end, and climb
up. You will emerge at the north eastern corner of 1F. Follow the western
passage and enter the first door you find.

| 1F
|---

ANNEX HANGAR SAVE LOCATION

This area is at the northeast the floor with the Office and Bell Door.



EXAM ROOM

Use the HAND on the pieces of paper on the floor, and you will get another
memory scene, and a PIECE OF JOURNAL [January 13 xx44 Expansion]. Leave the
room and walk west along the corridor and then north to reach the door to the
large room.

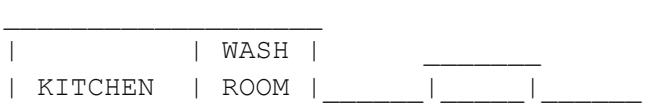
FRONT OF HANGAR
Enter this room and you will be faced with shelves of purple stuff. Touch with
your HAND and you will be injured. You will not be allowed to progress further,
unless you do something. The Mirror Shard will tell you what to do, but it's
obvious. Use the VACCINE THERESIA on the BODY icon.

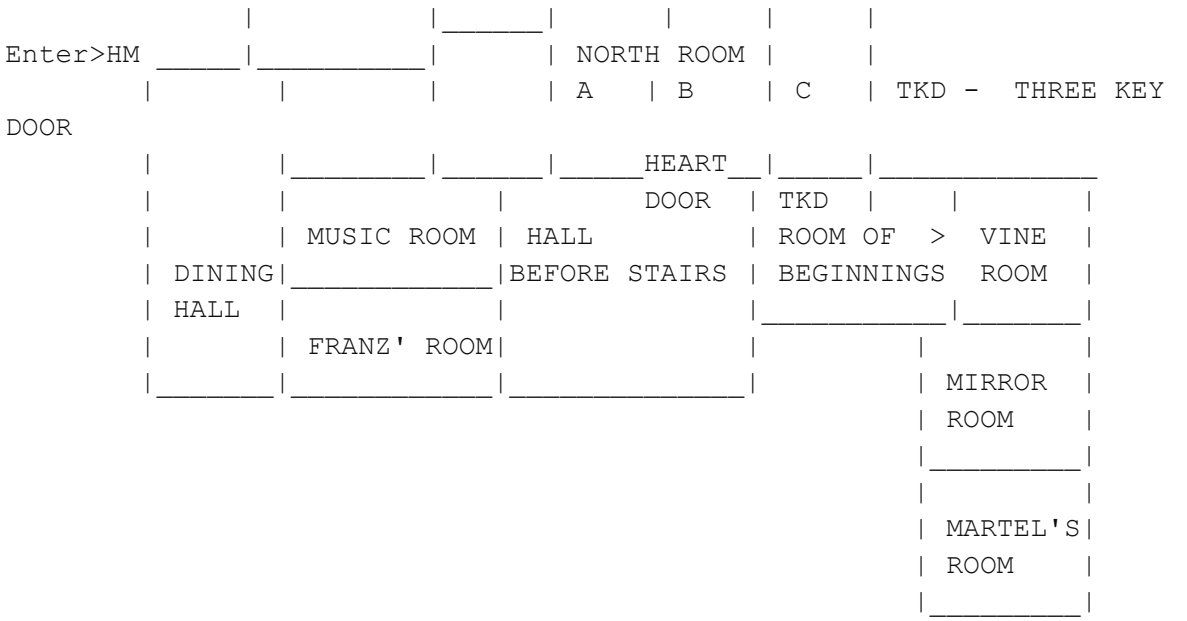
BACK OF HANGAR
Use the HAND on the middle of the screen and now you can walk further down the
hallway. You will find a statue. Use the EYE to zoom in on the statue, and you
will see a pendant around the neck of the statue and a key. Time for the
CROWBAR! Smash the statue and you will obtain the [HEART KEY]. You will
automatically return to the hallway.

Walk back to the ladder in the corner and down to the Basement again. You will
be reminded to put the BOOTS on, and then walk all way east to the far end of
the passage. When you reach the end of the red liquid, you will stop. Select
"Leave" to move away from the sign, and carry on to the far end. Climb back up
the ladder to 1F.

| 1F
|---

HM - HALL WITH MURAL





HEART DOOR
You re-enter the building at the Hall with Murals, and from here, walk east,
and back into the Main Hall. Use the HEART KEY on the Heart Door, and open it
with the HAND.

MAIN BUILDING NORTH SAVE LOCATION

THREE-KEY DOOR
If you walk all the way around the three rooms you can find the Three-Key Door.
The task is to find the three keys. The lighted alcove at the north of this
area has no significance. All the doors to the three rooms are open, and you
can enter them in any order. When you have obtained all the keys, return to the
door and use the keys in any order. Use the HAND on the door (not on the lock),
and you can open this door.

NORTH ROOMS
All these rooms require the same procedure. Use the EYE on the board (at the
right of each room) to see a red message, and then use the EYE on the desks to

find the one that provides the correct answer to the riddle. Each desk has a
date, and the idea is to choose the one that corresponds to one of the Journal
entries. Basically this is a test to see if you had been paying attention to
the story. Use the EYE on each desk to get closer, and then again to read the
date. When you use the HAND on a desk you will get the four way option. Push UP
to open the hatch. (If you pick the wrong hatch to push, then the sword will
fall, although it won't kill you.)

NORTH ROOM A
The message makes it clear that this room is about the children. The dates on
the desks are:

12.13 - Front Left
12.7 - Front Right
12.25 - Back Right [[December 25, xxx43 - Jean's Death.] It's this one.
12.17 - Back Left

You obtain [CHILDREN'S KEY].

NORTH ROOM B
The message makes it clear that this room is about your friend. The dates on
the desks are:

1.23 - Front Left
1.13 - Front Right [January 13 xx44 Expansion.] This is the correct date.
1.17 - Back Right
1.27 - Back Left

You obtain [FRIEND'S KEY].

NORTH ROOM C
The message makes it clear that this room is about your lover. The dates on the
desks are:

11.21 - Front Left
11.17 - Front Right
11.7   - Back Right

11.11 - Back Left.[November 11, xx43 Maylee.] This is the correct date.

You obtain [LOVER'S KEY].

ROOM OF BEGINNINGS
After opening the Three-Key Door, you will enter this room. Use the EYE on the
desk area, and you will find a [MUSIC BOX]. Use the HAND on the box and wind it
up using the red clockwise movement. There will be a memory scene. Inspect the
picture frame on the wall, and then use the HAND to remove the picture frame.
You will then move into a short passage. There is a doorway that leads to
another small room. Nearly at the end!

VINE ROOM (POINT OF NO RETURN)
Use the HAND on the vine floor, and you will find a piece of paper and a memory
scene. There is another PIECE OF JOURNAL entry, [April 25 xx44 - Memory]. After
this, you cannot return to the previous area. Use the EYE and HAND on the vines
and you find that there is a hidden door, and that the vines are covered in
some kind of oil...HINT! Yes, the only way forwards is to burn the things. Use
the BLOWTORCH on the vines. If you try to use the HAND on the vines you will be
hurt, and the EYE will inform you that if you hang around, you'll be burned to
death. The Mirror Shard tells you the same thing! The only thing useful you'll
find in the inventory, is the good old trusty plank of wood. Yes, use the 2x4
(or CROWBAR) to hit the vines. You will emerge in a long corridor.

MIRROR ROOM
If you turn around you can see the flames burning the door behind you. There is
only one choice left. Enter this large room and use the EYE to get closer to
the mirror. There is another memory scene. Leave the room through the door into
the West Hallway, and walk south to find another door back into a room.

MARTEL'S ROOM
Use the HAND on the window and you will find a piece of paper: the final PIECE
OF JOURNAL entry. [April 04, xx41 Reunion.] This is followed by a memory scene,
and...

Ah...this is such a good end.

D E A R E M I L E - M A P I N F O R M A T I O N
.......*MAPE

If you know the name of a room you can search here to find out exactly what you
can find inside, or what you can do there.

==========

P R O L O G U E

==========

| B2F
|==========
=

PROLOGUE
Bottom Right Block (Start)

ROOM I WOKE UP IN
The room I woke up in. I opened the door with a dog on it.

PINNED CORPSE
There's a corpse pinned to the wall.

KEY HANGER
A hanger for holding keys. Obtained a [DOG KEY].

METAL GRATE

As soon as I grabbed the [DOG KEY] from the key box, a grate came down. There
is no way to open this grate.

DOG DOOR
A door with a dog drawn on it. This door looks similar to the door in the room
I woke up in, I opened this door with the [DOG KEY].

ARCHIVES
There are many books in here. The trap on the door was released.

SWITCHBOARD
This controls electricity. When I turned on the switch, the door next to it was
powered, and a light turned on in the other room.

BODY DISPOSAL ROOM (bottom left corner)
I fell down the hole in the corner of the room and ended up in B3F.

==========
F I R S T S T A G E - W A N D E R I N G
==========

| B3F
|==========

B3F MAZE SAVE LOCATION

CAVE
A hole in the body disposal room connects to this cave. Obtained [RUSTY AX].

TOOL SHED
Various tools are stored here.

STORAGE
Broken tools are scattered around. On the blackboard it says [AT NORTH'S END
LIES A PATH.]

B3F CHANNEL SAVE LOCATION

STRANGE DEVICE.
A low-pitch sound is emitted from ?

STAIRS (bottom right corner)
Obtained [MYSTERIOUS KEY R]

| B2F
|==========
=

Right bottom section of map, south of E Elevator

B2F PANTRY SAVE LOCATION

WALK-IN FREEZER
Lots of food is stored here. Obtained [FROZEN TOWEL].

STORAGE ROOM
Various things are stored in here. Obtained [HOSE].

KITCHEN
There are cooking utensils and a sink in the center. I am able to go to the
back room now that the fire is put out.

DINING ROOM
There are many chairs lined up. Obtained [BLOWTORCH].

PANTRY (UPPER FLOOR)
There is a lot of food stored here. Weird bugs are swarming on the
food.

PANTRY (MIDDLE FLOOR)
There is a lot of food stored here. Weird bugs are swarming on the
food.
Obtained [CHICKEN KEY].

PANTRY (LOWER FLOOR)
There is a lot of food stored here. Weird bugs are swarming on the
food.

CHICKEN DOOR
A door with a chicken drawn on it. I unlocked it with the [CHICKEN
KEY].

SWITCHBOARD

This controls the electricity. When I turned on the switch, the door next to it
received power.

| B2F
|===
=

B2F TORTURE ROOM SAVE LOCATION

The rooms that you have to enter and break down walls do not have names.

CELL
The cell is filled with Theresia. Obtained an [OLD HAMMER].

S SHUTTER
The South Shutter in the B2F Cell. The shutter is blocking the hallway.

PRAYER ROOM (WEST)
There is a large statue of a goddess in the back. Obtained the [PRAYER STATUE].
Obtained a [CANDLE].

PRAYER ROOM (EAST)
There is a large statue of a goddess in the back. Obtained the [CAT KEY] from
inside the [FIGURINE].

SCULPTURE (PEOPLE DANCING)
A sculpture of people dancing.

SCULPTURE (ASKING FOR FORGIVENESS)
A sculpture asking for forgiveness. I hit it with the old hammer, creating a
hole.

SCULPTURE (PEOPLE WORKING)
A sculpture of people working.

NORTHWEST DOOR
A door with four keyholes. The donkey, dog, cat, and chicken keys unlock this
door.

CORPSE NEAR THE NORTHWEST DOOR

There is a dead person in the hallway by the door. There is a note on it that
looks like it could help me open the back door.

ELECTRICAL CONTROL ROOM
I can control a number of different things from this room.

W ELEVATOR
The west elevator in the B2F cell. It works now because of what I did in the
electrical control room.

E ELEVATOR
The east elevator in the B2F cell. It works now because of what I did in the
electrical control room.

CONFINED CELL
The cell is blocked by ruins and a statue. Obtained [EXAM ROOM KEY].

THE CELL WHERE SACHA SLEEPS.
Sacha's corpse is in this cell. Obtained the [KEY CARD].

Top row of rooms from left to right.

ELECTRICAL TORTURE ROOM
There are electric instruments and cords lined up. Obtained [PLIERS AND
MATCHES]. Obtained [E ELEVATOR KEY] from the cord.

DRUG TORTURE ROOM
There are many chemicals lined up, Obtained [ETHANOL] and [MATCHES]. Obtained
the [S. SHUTTER KEY] from the box.

HANGING TORTURE ROOM
Something was hanging here. Obtained the [MIRROR OF PRAYERS] that the corpse
was holding. Obtained [CLOTH] from the bag.

FIRE TORTURE ROOM
There is a big iron sheet in the centre of the room. I melted the [BLOCK OF
ICE] and obtained [W ELEVATOR KEY]. Obtained [MATCHES].

WATER TORTURE ROOM
There is a large fountain in the centre of the room. Obtained [FUEL TANK] and
[BLOCK OF ICE]. I can fill the gas tank with water.

SLASHING TORTURE ROOM

There is a corpse lying on the bed. Obtained a [KNIFE].

| B3F
|===
=

CEMETERY SAVE LOCATION

Top left quadrant

W ELEVATOR
West elevator of the prison on B3F. After operating the device in the
electrical control room, it moved.

ELECTRICAL CONTROL ROOM
Using the controls here, I can rotate the statues on B3F and B2F. The
[DEMON]
is facing north.

ELEVATOR E
East elevator of the prison on B3F. After opening the device in the
electrical
control room, it moved.

BODY OF A PRIEST.
A priest rests with a shining cross in his hand. Obtained [CROSS KEY OF
THE
PASSION].

| B2F
|===
=

LARGE DOOR
When I tried to open the door, the lock broke, and the door opened.

EXAM ROOM
Theresia is wriggling on the bed.

OPERATION ROOM
The corpse is covered in Theresia. Obtained a [CRANK].

==
========
S E C O N D S T A G E - D E P E N D E N C E
..... DE02
==
========

| B1F
|==
=

B1F FIRST LAB SAVE LOCATION

Top left corner.

LABORATORY A-2
There are lots of drugs here. I can make a [NEUTRALIZER] in this room.

LABORATORY A-1
I hit an unstable shelf with a rock and obtained [BOOTS]

LABORATORY A (Storage)
This room has lots of instruments.

Middle left
ELEVATOR (W)
The B1F West-side elevator. I used the [CORD] and made the elevator
operational
again.

DEVIL STATUE
A statue resembling a devil. I was able to move this statue and obtain
the
[GOLDEN KEY].

B1F CENTER SAVE LOCATION

RESTING ROOM
There are posters everywhere. I peeled back one of the posters and
found the
[SECURITY OFFICE KEY]

SECURITY OFFICE
I moved the shelf on the left, and behind it was another poster.

DOOR

The door has two key holes and it says [THE TWO CROSSES WILL OPEN THE PATH].

LABORATORY B (Door)
This door leads to the Lab B. The [KEY CARD] opened the door.

LABORATORY B-1
It's made so you can see the room through a glass pane. I pressed the button
and the door to B-2 opened.

LABORATORY B-3
The room is full of corpses

LABORATORY B-2
The room was completely empty. It's set up to release a gas when you step into
the room.

LABORATORY B-4
I used the [SERUM] in the room to neutralize the gas I'd inhaled. Obtained a
[GAS MASK].

DOOR TO RESIDENTIAL AREA
There's a number pad by the door. I typed in the 'wake-up time", which was
[05.12], and the door opened.

B1F TRAINING SAVE LOCATION

TOXIC HALLWAY
The chemical vapours make it dangerous without proper protection.

MEN'S BATHROOM
I destroyed the bathtub draining out the liquid inside. Obtained a [CROWBAR].

LOCKER ROOM
I can go to either of the [MEN'S] OR [WOMEN'S] side.

WOMEN'S BATHROOM
There were many bathtubs. Obtained some [CHAINS].

DEVELOPING ROOM
A red light illuminated the room. Obtained a [CURTAIN].

TRAINING ROOM
There's lots of training equipment. I opened a hole to the next room.

SHOOTING RANGE (Back)
It was a trap: if you touch the sensor, an arrow will fly at you. I lifted up
the floor with the [CROWBAR] and obstructed the sensor.

SHOOTING RANGE (Counter)
There were several crossbows. Obtained [CROSSBOW] and [BOLTS]. I think I can
restock [BOLTS] here.

EQUIPMENT ROOM
There's a lot of equipment here, including equipment for training. Obtained an
[IRON BALL].

STAINED GLASS ROOM
I activated the panel, and the roof opened up, projecting the stained glass
image on the ground. Obtained the [CROSS KEY - HYMN].

B3F CEMETERY SAVE LOCATION

BODY OF A PRIEST
A priest rests with a shining cross in his hand. Obtained [CROSS KEY OF THE
PASSION].

B1F CENTER SAVE LOCATION

DOOR
The door has two keyholes, and it says, [THE TWO CROSSES WILL OPEN THE PATH.]

==========
T H I R D S T A G E - F L E S H A N D B L O O D
..... DE03
==========

| 1F
|==========

1F CENTER ROOM SAVE LOCATION

SUN DOOR
There was a picture of the sun.

MOON DOOR
There was a picture of the moon.

FLOWER DOOR
There was a picture of red flowers.

1F CATHEDRAL SAVE LOCATION

CATHEDRAL
The walls have been destroyed.

THE ALTAR
The altar inside the church. Obtained the [KEY OF TRIALS].

PIPE ORGAN
It sits in the corner of the church. Use [SUN PAPER].

STATUE SAVE LOCATION (TRIAL AREA)

ROOM OF TRIALS
There is a statue of a child in the center of the room. When I put the gem into
the right slot, the statue moved to reveal a flight of stairs.

ROOM OF DESTRUCTION
There was a statue of a red child. Obtained [RED GEM]. (Game records this as
Violet, but it's incorrect...just another minor textual error.)

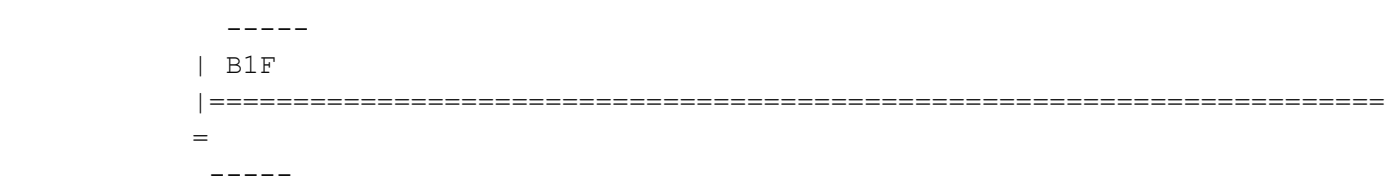
ROOM OF PURIFICATION
There was a statue of a blue child. Obtained [BLUE GEM].

ROOM OF SORROW
There was a statue of a deep-violet child. Obtained [VIOLET GEM].

ROOM OF BENEDICTION
There was a statue of a yellow child. Obtained [YELLOW GEM].

ROOM OF CONDEMNATION
There was a statue of a gray child. Obtained [ASHEN GEM].

ROOM OF LIFE
There was a statue of a green child. Obtained [GREEN GEM].



B1F HALL SAVE LOCATION

STORAGE ROOM
This room is full of bullets and grenades. I think I can get more [BOLTS] here
it I run out.

SPECIMEN ROOM 3
This room has a large fish tank. I broke the tank and decided to take a look
inside. Obtained a [BUNDLE OF KEYS].

SPECIMEN ROOM 1
A rope hands from the ceiling. Obtained some [ROPE].

SPECIMEN ROOM 2
I cut the wire on the desk. I opened the drawer, and obtained a [FLARE].

SPECIMEN ROOM 4
There is a stack of wooden boxes. Obtained the [DRAWER KEY] from a lab coat.

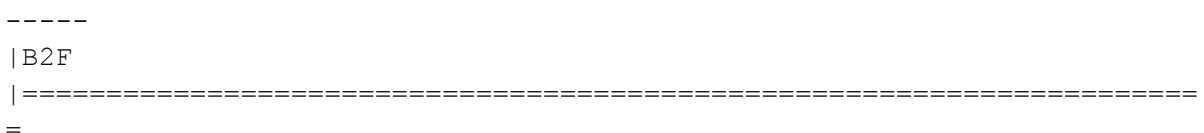
HALL
This large room was filled with the spoils of war. Obtained the [BLUE SPEAR
KEY].

PANTRY
The bugs filling the pantry died in the explosion. Obtained a [SHOVEL]. Obtained a [TOWEL].

KITCHEN
I see cooking tools everywhere. I ignited the gas in the pantry with the
[FLARE]. I cut off the gas to the pantry.

LARGE OFFICE DOORS (bat doors)

MAIN CONFERENCE ROOM



CHURCH SAVE LOCATION

CHAPEL
The design of the church is simple. I found the ladder under the altar.

MAZE SAVE LOCATION

CONFESSIONAL
Blood is scattered on the wall. Obtained [GEAR]. Removing the gear caused the
channel to collapse.

B1F 2ND LAB SAVE LOCATION

LABORATORY C-1
The winch wound up the rope and lifted the grate.

LABORATORY C-2
There are documents scattered about. Obtained a [CORD].

LABORATORY D-4
There are documents scattered about.

LABORATORY D-1
It's full of paper and bodies.

LABORATORY D-2
I put out the fire in the next room.

LABORATORY D-3
There are still some small fires. Obtained [SUN PAPER] from the safe.

MAINTENANCE ROOM
There are tools of all sorts. A note, dated March 19th was left on the calendar, and read [FRASIER].

FRONT DESK (Front)
There's something that looks like a mine in front of the door.

==========
F O U R T H S T A G E - M O T H E R DE03
==========

A. F O U R T H S T A G E - C A T H E D R A L
..... DE04A

| 1F
|=====
=

1F CENTER ROOM SAVE LOCATION

SUN DOOR
There was a picture of the sun.

1F RUBBLE SAVE LOCATION

ROOM OF PICTURES
There are a lot of pictures here.

WAREHOUSE
There are a number of things here...I think I can restock on elixirs and 2x4s

here.

ROOM OF CARVINGS
There are a bunch of broken statues.

ROOM OF RUBBLE 2
It's filled with the remains of walls and other rubble.

ROOM OF RUBBLE 1
Its filled with the remains of walls and other rubble. Obtained a [HAMMER].

ARMORY
(There's a trap set at the entrance.)
There are several weapons here. Obtained [PROXIMITY MINE].

| 2F
|===
=

2F PRIVATE ROOM SAVE LOCATION

PRIVATE ROOM 3
There's a corpse lying in the extravagant room. Obtained [MILITARY GLOVES].

PRIVATE ROOM 2 (Door)
The corpse on the desk...For some reason it feels nostalgic. Obtained the [MOON
PAPER]. (Later visit). Emile...That was the corpse's name, once...

PRIVATE ROOM 1
There's a corpse laying down in an extravagant room.

CENTRAL STAIRWAY (North)
The stairs connecting 1F with 2F. (Blocked)

| 1F
|===
=

CENTRAL MANAGEMENT ROOM
This room's a huge mess. I used the levers to open the door. (NOTE: this is

inaccurate: in fact you use the CODE to open the door.)

1F CONSERVATORY SAVE LOCATION

COURTYARD GREENHOUSE
It had almost rusted away and was no longer much of a greenhouse. I broke down
the glass door, making the greenhouse accessible.

COURTYARD GREENHOUSE (SMALL)
Dead flowers and people. I cut the wires around the corpses and flowers.
Obtained a [PISTOL].

COURTYARD STORAGE
Obtained a [FLASHLIGHT]. Obtained a [BLANKET]. I think I can come back here if
I...(text is incomplete)

COURTYARD WATER FOUNTAIN
The water fountain was broken, and surrounded by corpses. I used the [GRATE
KEY] to open the grate. There's a metal grate on the ground.

PET HOUSE
There's no trace of any animals. Obtained the [GRATE KEY]. Obtained the [GIRL
PAPRR].

1F CHANNEL SAVE LOCATION

WATERWAY
There are bugs in the waterways. (You need the [FLASHLIGHT] and [PROXIMITY
MINE].)

1F ROCKY AREA SAVE LOCATION

WATER FOUNTAIN ROOM
(The water fountain was leaking purple liquid.) I used the [NEUTRALIZER] , and
the purple liquid turned into water. Obtained the [GARDEN KEY].

STAINED GLASS
(You will smash the glass.)

GARDEN (DOOR)
This door leads to the Garden. The door is locked.

GARDEN
Lots of red flowers are blooming. Obtained a [RED FLOWER].
I dug around the monument, and...
Obtained [FLOWER PAPER]. Obtained [MYSTERIOUS KEY (R)].

STAINED GLASS ROOM (B1F)
There's shattered stained glass all over the floor. Obtained the [RED SPEAR
KEY].

1F CENTER ROOM SAVE LOCATION

FLOWER DOOR
There was a painting of red flowers. It's been unlocked.

GIRL DOOR
There's a painting of a little girl. It's been unlocked.

MOTHER DOOR
There's a picture of a mother.

F O U R T H S T A G E - B. H A L L .....
DE04B

B1F HALL SAVE LOCATION

FRONT DESK
I can get [BLANKETS] from here.

POOL CONTROL ROOM
This room maintains the pool. I lowered the lever. Obtained the [POOL KEY]. The
words: [OBEY THE THREE LAWS].

CULTURE POOL
If I don't wear a [GAS MASK], I will probably die. Obtained [MAIN CONF. ROOM
KEY].

MAIN CONFERENCE ROOM
The room was too dark to see much. I was able to see everything when I turned
on the [FLASHLIGHT]. Obtained the [MYSTERIOUS KEY (L)].

LARGE OFFICE
There were documents all over the place. Obtained the [GREEN SPEAR KEY].

STORAGE ROOM (RED)
The room was lit by a red light. I inserted the [RED SPEAR KEY] into the
pedestal.

STORAGE ROOM (GREEN)
The room was lit by a green light. I inserted the [GREEN SPEAR KEY] into the
pedestal.

STORAGE ROOM (BLUE)
The room was lit by a blue light. I inserted the [BLUE SPEAR KEY] into the
pedestal. The picture behind the pedestal moved, and a door appeared.

1F GENERATOR SAVE LOCATION

RUINS
It looks like someone tried to rebuild this.

LABORATORY 1
There's a secret device and several documents scattered around.

LABORATORY 2
There's a secret device and several documents scattered around.

GENERATOR ROOM
There's a lot of equipment inside.

CHIMNEY SAVE LOCATION

DEVICE
This is probably...the generator that's moving. Obtained [PLASTIC EXPLOSIVE].

POWER PLANT CONTROLLING DEVICE
There is a corpse lying near the device. Obtained a [PLASTIC EXPLOSIVE].

CATHEDRAL - FINAL VISIT

PRIVATE ROOM 2
Emile...That was the corpse's name, once...
Obtained the [MOON PAPER] Obtained the [MOTHER PAPER].

PIPE ORGAN
It sits in the corner of the church.
Use [SUN PAPER], [MOON PAPER].
Use [FLOWER PAPER], [GIRL PAPER].

D E A R M A R T E L - M A P I N F O R M A T I O N
.....*MAPM

==========
F I R S T S T A G E - R O O M S C H E C K L I S T
==========

2F

MAIN BUILDING NORTHWEST

ROOM W-1
This is the room where a knife flew out at me as soon as I entered, I found out
that my eyes are blue. Obtained [EYE KEY]

EYE DOOR
A door with a picture of an [EYE]. The door is locked and I can't go any
further.

LIBARY - NORTH SIDE
Many books are clustered in this room. Obtained [WOODEN HANDLE].

LIBARY - SOUTH SIDE
This room has a librarian's desk in the corner. I used the [WOODEN HANDLE] and

obtained the [HAND AX]. Obtained [PIECE OF JOURNAL].

PLAYROOM - SOUTH SIDE
It's a room with toys. I used a [KNIFE] and obtained the [EAR KEY].

PLAYROOM - NORTH SIDE
It's a room with toys. I used the [HAND AX] to destroy the wall.

NORTH ROOM
I feel nostalgic in this room. Obtained [PIECE OF JOURNAL].

MAIN BUILDING NORTHEAST

ROOM N-1
This room smells sour. I used the [RUBBER GLOVE] and obtained the [KNIFE].

ROOM N-3
This room is filled with the stench of rotting corpses. I used the [HAND AX}
and obtained the [IRON MASK].

ROOM N-4
There are many chairs randomly placed in this room.

ROOM E-3
This room is full of trash. I used the [2x4] and obtained the [RUBBER GLOVE].

HALL WITH CRACKED FLOORS.
There is a large crack in the floor and I can't go any further.

CORNER ROOM
This is the room with the mask hanging on the wall. There used to be a [LANTERN] behind the mask, but now there is an [IRON MASK].

MAIN BUILDING PRAYER AREA

PRAYER ROOM
The room with a statue of a goddess in the center. I used the [MIRROR SHARD]
and obtained the [LIGHTER].

ROOM S-1
It's a single room. Obtained [PIECE OF JOURNAL].

ROOM S-2

The light from the window makes the room look pale. I used the [***EYE KEY -
ALERT!!! This is a mistake in the game. In fact you use the EAR KEY on this
door.] on the door. Obtained [LIP KEY].

ROOM S-3
There are many small rooms within this room.

==========
S E C O N D S T A G E - R O O M S C H E C K L I S T
==========

A. N.(Annex North) MEDICAL CARE SAVE LOCATION

IRON DOOR LEADING OUTSIDE
This door leads outside, but it closed when I came in and now it won't budge.

HOSPITAL ROOM A
This room is dimly lit with faint light.

HOSPITAL ROOM B
This room smells like chemicals. Obtained [DRIED-OUT FRUIT]

BATHROOM
A room with a bathtub and shower. The [DRIED-OUR FRUIT] became [SOAKED FRUIT].

COUNSELLING ROOM
This room has corpses lying on the floor that are turning purple. Obtained
[METAL TOY].

MEDICINE STORAGE
I feel nostalgic in this room, but it smells like chemicals. Obtained [PIECE OF
JOURNAL].

SANITATION FACILITY
The entire room smells sour.

PROCEDURE ROOM
This room is suddenly filled with gas probably because the curtain was drawn.
Obtained [SMALL KEY]. Obtained [ARM KEY].

A. S.(Annex South) MEDICAL CARE SAVE LOCATION

HOSPITAL ROOM C
Moonlight shines into this room, giving it a mystical atmosphere.

LOUNGE
This room has a table with a couple chairs on opposite sides, facing each
other, and an old wall clock. Obtained [DIRTY PICTURE].

HOSPITAL ROOM D
I cut the tubes around the bed, but the room still give me a strange feeling.
Obtained [FOOT KEY].

REHABILITATION ROOM - WEST SIDE
The room crawling with red beads. I used the [SURGICAL SCISSORS] and obtained
the]SURGICAL SAW]. Obtained [PIECE OF JOURNAL].

REHABILITATION ROOM - EAST SIDE
There is one wheelchair in this lonely room. I used the [SURGICAL SAW] and
obtained the [RING].

NURSING SUPPLY ROOM
There are various things in this cluttered room. Obtained [SURGICAL SCISSORS].

PREPARATION ROOM
This room has blood stains and red beads all over. I used the [FOOT KEY] on teh
door.

OPERATION ROOM
The bed is stained red. I guess I can guess what happened in this room.
Obtained [TWEEZERS].

CENTRAL MATERIAL ROOM
It's a room with cold air. I used the [SOAKED FRUIT] and obtained [PIECE OF
JOURNAL].

HOOK DOOR
(Location disappears after opening the door.)

SECRET CODE DEVICE DOOR
This door is all rusted. There is a device next to the handle.

==
T H I R D S T A G E - R O O M S C H E C K L I S T
==

CORPSE COVERED BY THERESIA
This corpse reminds me of something. Do I know this person...? I used the
[SURGICAL SAW] and obtained the [METAL BAR]

SOLDIER'S CORPSE
This corpse is lying face down. It looks different from the other corpses I've
seen. Obtained [CROSSBOW].

PROCEDURE ROOM
It's a room to treat patients. This is a very simple room. Obtained [BRUSH].

HOSPITAL ROOM A
This room is dimly lit with faint light coming through the curtains. I moved
the scattered pieces of glass on the floor. Obtained [CROSSBOW BOLTS].

HOSPITAL ROOM B
This room is a mess, but the bed is made.

SOOTY WALL (NORTH CORRIDOR)
The wall has many scorch marks on it.

OFFICE
There is a lot of dust in this room. I used the [CROSSBOW] and cut the rope on
the door to the archives. I cut the rope on the doors to the archives.

ARCHIVES
This room probably hasn't been used in a long time; it smells like mold.
Obtained [BOUQUET OF FLOWERS]. Obtained [BOTTLE].

COFFIN ROOM
There are many coffins randomly placed in this room. Obtained [PENDANT].

BATHING AREA
A small courtyard with a skylight. The back door is locked. I used the
[PENDANT] and obtained the [NAIL KEY].

BEFORE STAIRS

This hallway leads to the stairs, but is blocked by wires. I used the [NECKLACE] and obtained the [CROSS KEY].

RESEARCH ROOM
This room has a strange atmosphere. I put the [BOUQUET] in the vase.

STORAGE ROOM
It's a room with a lot of stuff. The south door has a lock with a picture of a
nail on it.

MICROBE STORAGE ROOM
This room is like s small prison, with lots of wired shelves. And the door
leads outside. Obtained [PIECE OF JOURNAL].

BELL DOOR
This door has a picture of [BELLS] on it.

==========
F O U R T H S T A G E - R O O M S C H E C K L I S T
==========

RESEARCH ROOM
I entered this room through the window while chasing that girl.

BATHING AREA
This small courtyard has dark clouds looming above and stagnant air.

SYRINGE STORAGE ROOM

ALTAR
The cross is shining with a pale light. Obtained [BELL KEY].

BEFORE STAIRS
A place in front of the stairs with dirt white clothes hanging. I used the
[CROSSBOW] and obtained the [OLD CLOTHES].

ROOM WITH FRANZ SITTING
The room where my best friend Franz is sitting. Obtained [PIECE OF JOURNAL].

MUSIC ROOM
I can imagine children singing cheerfully in this room. I used the [CROSSBOW]
and obtained the [VIOLIN STRINGS].

DINING HALL
This room has a warm atmosphere. There are black corpses in the corner of this
room.

KITCHEN
There is cooking equipment crammed in the room. Obtained [CROWBAR]. Obtained
[GLASS]

WASH ROOM
This room smells sour. The individual stalls smell worse. Obtained [CROSSBOW
BOLTS].

B1F

??? UNDERGROUND SAVE LOCATION

LADDER To MAIN HALLWAY
This ladder leads to the main building.

HALLWAY WITH RED LIQUID
This hallway is flooded with red liquid. I smell a strong fishy armoa. Obtained [VEIN KEY].

BASEMENT OF RUINS
The falling rubble kicks up a lot of dust in this room

BASEMENT ROOM WITH CHAIRS
THe smell of dirt seeps in through the broken wall. I used the [PIECE OF GLASS]
and obtained the [GAS MASK].

BASEMENT THERESIA STORAGE ROOM
There are red cages with Theresia inside them. Obtained [PIECE OF JOURNAL] I
used the [VEIN KEY] on the cage. Obtained [VACCINE THERESIA].

BASEMENT GAS ROOM
As soon as I step in, gas sprays me. It says that there is a vaccine to EPICARI. Obtained [BOOTS}.

WEST LADDER
The ladder leads to the floor above me. I wonder which room I am under.

1F

ANNEX HANGAR SAVE LOCATION

EXAM ROOM
Just like the hallway, this room is covered in purple sludge. Obtained [PIECE
OF JOURNAL].

FRONT OF HANGAR
A room with dark purple sludge. I probably can't stay long.

BACK OF HANGAR
Even darker purple sludge covers the entire room. I used the [CROWBAR] and
obtained the [HEART KEY].

MAIN BUILDING CENTER

HEART DOOR
A door with a picture of a HEART on it. I used the [HEART KEY] on the door.

MAIN BUILDING NORTH

NORTH ROOM A
This room makes me feel nostalgic. There are desks lined up. Obtained [CHILDREN'S KEY].

NORTH ROOM B
This room makes me feel nostalgic. There are desks lined up. Obtained [FRIEND'S KEY].

NORTH ROOM C
This room makes me feel nostalgic. There are desks lined up. Obtained [LOVER'S KEY].

THREE KEY DOOR
This door has three keyholes. I used three keys and the door opened.

ROOM OF BEGINNINGS
This room holds pieces of my memory. The music box made me remember.

VINE ROOM
Vines fill this small room. Obtained [PIECE OF JOURNAL]
(This room is covered in flames.

MIRROR ROOM
There is a large mirror in the room and nothing else. I saw my reflection in

the mirror.

MARTEL'S ROOM
This room has warm light coming through the window. It's been a while since
I've felt warm light.

H. P I E C E S O F J O U R N A L

D I A R Y
When you complete the game there will be a new entry on the main menu page, and
you can choose to read the completed diary. This shows stills from the game,
and the journal entries are transformed into a chronological account of events.
Even if you didn't find all the Journal pieces, you will still be able to read
the full account.

1. D E A R E M I L E : L O S T T I M E

2. D E A R M A R T E L : T I M E S P A S T

See my Diary Script FAQ if you want to read the transcript:
http://www.gamefaqs.com/portable/ds/file/944894/55130

==========
1. D E A R E M I L E : J O U R N A L
..... *DIAE
==========

This shows all 27 Journal pieces you will find during Dear Emile, and where
you can find them, although they are not discovered in chronological order. The
journal entries can be viewed by moving the JOURNAL to the BODY icon.

JOURNAL SCREEN - PAGE ONE

Dear xx34 March 23 Stage 4 Pipe Organ	Dear xx34 April 01 Stage 2 Stained Glass Room	Dear xx34 June 10 Stage 2 Saint's Body B3
Dear xx37 December 24 Stage 3/4 Pipe Organ	Dear xx40 May 15 Stage 1 Torture Area B4 N	Dear xx40 June 11 Stage 1 Walk-in Freezer
Dear xx 40 August 08 Stage 4 Pet House	Dear xx40 December 17 Stage 4 Private Room 2 (Second visit)	Dear xx 43 October 30 Stage 4 Courtyard Water Fountain

JOURNAL SCREEN - PAGE TWO (SCROLL LEFT)

Dear xx50 February 09 Stage 3 Confessional	Dear xx50 March 22 Prologue Archives exit door.	Dear xx50 July 17 Stage 2 Developing Room
Dear xx51 April 16 Stage 4 Room of Rubble 2	Dear xx51 May 09 Stage 1 Torture Room 2 (wall)	Dear xx49 November 10 Stage 2 Door to Residential Area
Dear xx 51 May 11 Stage 4 Laboratory 2	Dear xx51 June 01 Stage 4 Laboratory 1	Dear xx50 (See Note 1) February 08 Stage 3 Laboratory C-2

JOURNAL SCREEN - PAGE THREE (SCROLL RIGHT)

Dear xx45 (See Note 2) January 08 Stage 1 Prayer Room East	Dear xx45 June 27 Stage 4 Room of Pictures	Dear xx46 September 19 Stage 1 Northwest door
Dear xx49 May 24 Stage 1	Dear xx49 November 04 Stage 3	Dear xx49 November 10 Stage 2

Prayer Room West door	Statue Stairs	Residential Area
Dear xx49	Dear xx50	Dear xx50 (See Note 1)
December 01	February 05	February 08
Stage 1	Stage 1	Stage 3
Exam Room	Cave	Laboratory C-2

Note 1
This diary entry is duplicated on Page Two and Page Three for some reason.

Note 2
This is recorded in the game as January 29th. I only discovered this by a process of elimination, since the date given on the Journal page did not correspond with anything. Unless I read it wrong in the first place.

2. D E A R M A R T E L : J O U R N A L ..... *DIAE

This shows all 16 Journal pieces you will find during Dear Martel, and where you can find them, although they are not discovered in chronological order. The journal entries can be viewed by moving the JOURNAL to the BODY icon.

JOURNAL SCREEN - PAGE ONE

Dear xx41	Dear xx43	Dear xx43
April 04	March 01	April 25
Stage 4	Stage 2	Stage 1
Martel's Room	Secret Code exit door	Room S-1

Dear xx43	Dear xx43	
September 30	October 18	
Stage 1	Stage 3	
Library	Microbe Storage Room	

Dear xx43	Dear xx43	Dear xx43
November 11	December 01	December 25

Stage 1	Stage 3	Stage 2
North Room	Room with Franz	Medicine Storage exit door

JOURNAL SCREEN - PAGE TWO

Dear xx43	Dear xx44	Dear xx44
December 31st	January 06	January 13
Stage 3	Stage 2	Stage 4
Outside (Arm)	Rehabilitation Room	Exam Room
Dear xx44	Dear xx44	
January 17	January 20	
Stage 1	Stage 4	
Northeast, exit door	Basement Theresia	
Dear xx44	Dear xx44	Dear xx44
January 25	January 26	April 25
Stage 3	Stage 2,	Stage 4
Outside	Central Material Room	Vine Room

I. C R E D I T S A N D A C K N O W L E D G E M E N T S ...*ACK

Credits
The people who made this stunning game, and the people who localised it for an
English audience.

Thanks to the Theresia board at GameFAQs, for all the helpful information that
enabled me to get through the game for the first time.

Thanks to GameFAQs for accepting my FAQs.

Thanks to SBAllen for his Dear Emile Channel Map and for giving me this link to
the map! http://paste2.org/p/129355

Thanks to David Niry for alerting me to a missing step in the Prayer Room
puzzle.

Thanks to Lisa Zeyock who solved the gas room door number puzzle.

Thanks to siara79 and others for pointing out an error. Now corrected!

Thanks for DarkRaven22 for telling me about the extra info thingy!

Thanks to Nekojin0 for giving a clue to the location of the South Shutter Key!

Thanks to Shotgunova for a correction.

Thanks to RosenkreutzXIII for a correction and note about the Diary.

Thanks to CoolKill3r for a better map of the outside area for Dear Martel.

Thanks to Psycho_Penguin for much needed comma correction, and finding some
not-so-deliberate mistakes.

Thanks to Saikyo Mog, who finds things for me when I need them, and keeps alive
the spirit of competition. Still chop chopping after all this time.

Thanks to network-science for the Ascii header.

Version History
Version 0.5 December 17th, Dear Martel completed.
Version 0.7 December 22nd, The Prologue and Stage One for Dear Emile.
Version 0.8 December 24th, Stage Two for Dear Emile completed.
Version 0.9 December 26th, Stage Three for Dear Emile completed.
Version 1.0 December 28th. Stage Four for Dear Emile completed.

Completed: December 28th 2008
Updated: December 31st: Improved the maps.
January 6th 2009: A few more corrections and additions.
January 13th 2009. Explanation of number door puzzle added!
January 16th 2009. A few more improvements, and link to Channel Map.
August 11th 2009. Added more details on a puzzle solution.

Update December 6th 2009. South Shutter key location added.
Update: October 13th 2010 Added a request for donations at the end of the
FAQ.
Update: February 15th 2010. Minor correction and note added to Diary.
Update: March 2011. Improved map for outside area in Dear Martel.
Update: August 2011 to include other websites.

J. L E G A L B I T A N D C O N T A C T .....*CON

Legal Bit
This guide may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site other than those listed, or otherwise distributed publicly. Use of this guide on any other
web site or as a part of any public display is strictly prohibited, and a
violation of copyright.

This FAQ is copyrighted by threetimes on January 16th 2009/August 2011

The latest version will always appear on GameFAQs.com
Other Allowed Websites:

* Cheats de.com
* Gamershell.com
* supercheats.com
* cheathappens.com

Contact
If you find any errors or omissions please let me know. Emails must be titled
THERESIA WALKTHROUGH/FAQ and can be sent to me at:

threetimes.ajh (@) gmail (dot) com